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SEE INSIDE

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EMLYN HUGHES ARCADE QUIZ - A Pub Quiz for all the Family
TARANTULA - Full Fab Game
STREET CRED - Full Fun Game

PLUS

PIECES OF EIGHT - Funky Full Game
PAGE SYSYTEM - Word Processor
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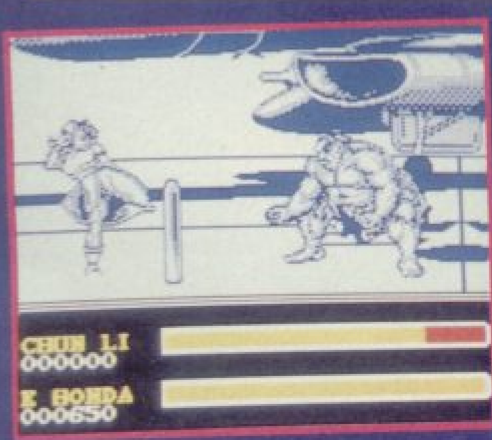


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Uncle Harold's our man there and he'll deal with it.



EDITOR Alan Kirk Dykes - DESIGN Yvette Uhuru Nichols - SU CREW Garth Spock Sumpter, Steve Sulu Keen, Philip Chekov Lindey, Graham Vulcan Mason, Pete Phaser Gerrard, Gaz Klingon Harrod - AD MANAGER Tina Bird Of Prey Zarelli - Ad Production Tina Warp Speed Gynn - MR MARKETING Mark Scottie Swallow - MARKETING LADIES Sarah Romulan Hilliard, Sarah Transporter Ewing - PUBLISHER Mike Vulcan Frey - MANAGING DIRECTOR Terry Enterprise Pratt - © 1992 Emap Images Ltd. Part of EMAP PLC - TEL (071) 972 6700 - FAX (071) 972 6701 - SU Priory Court 30 - 32 Farringdon Lane, London EC1R 3AU - Colour By Colourtech - Printed By Kingfisher - Typeset By Altyp Inc. - Subs (0733) 898 100 - Back Issues (0858) 410 510 - Visual matter for Coin-ops supplied by Electrocoin and Deith Leisure, thanks guys. Special thanks is also due to Garth Sumpter, who made a big impression on us with his knowledge of computers and Corel draw. More thanks to Tom for feeding Philip on the evening of 28/10/92. He was very hungry. And, finally, if Jack Cawley ever reads this I would just like to say he is a miserable git.



THE GREAT

EMLYN HUGHES ARCADE QUIZ

Load In 48K/128K Mode

Crikey, Emlyn Hughes is a bit of a lad isn't he, not only did he manage Liverpool and become a television celebrity but he's had a ton of games out on the Speccy too. This is one of them, and a rather odd one at that! It's based on a pub quiz machine and involves answering questions for monetary reward.



Questions, money and fruit are all tracked out like lines of dominoes. You move a marker along these tracks selecting questions to answer and coins and fruit to pick up. However you won't be allowed to move on to the next question until the current one is answered correctly.

This sounds easy enough except for the fact that you'll quickly notice the screen scrolling to the right every few seconds, threatening to engulf your marker before you can reach new objects or questions.

Best of all there's a picture of good old Emlyn to encourage you. While you're doing well he's grinning away like a Buddha watching a Marx Brothers movie but if you're about to lose he'll get all upset and cover his face in shame.

The topics covered in this quiz are Pop & Rock, Sport, Entertainment, Arts & Literature, People & Places and Trivia. There are ten levels of excitement in Emlyn Hughes Arcade Quiz and to reach the next (and get to the bonus levels) you must work your way through to the WIN bar at the extreme right hand side of the screen. Good luck - You'll need it.

Controls:

Cursor Buttons:

Up

Down

Left

Right

Select - Space Bar.

INSTANT RECALL

4

Load In 48K Mode

Databases allow you to store and categorise information then recall them at the press of a button (well, a few buttons actually). The idea is similar to that of a conventional filing system, where you have cards with information on them, stored in files, in drawers, in a filing cabinet. This is a very time consuming way of handling records. (It's also cumbersome, heavy and takes up more space than the average hobby room has to spare!)

It's much simpler to whack it all onto your Speccy and then reference and cross reference to your heart's content, while saving files on tape or disk. Instant Recall is a Database for your Speccy that allows you to do all this.

SETTING UP THE DATABASE

If you are using this program for the first time you cannot proceed very far without knowing how to set a database 'template'. It's easy enough but you do need to think a few things through before you start.

(A) How many 'FIELDS' do you need (fields are the titles you want to record. Eg. Name, Address, Telephone Number etc.) (B) What you are going to name them and (C) the maximum length of each field (in single characters. Ie. individual letters and spaces count as one character each).

Instant Recall allows up to 14 'FIELDS' per record and each one can be up to twenty characters long. FIELD names can be up to eight characters long.

It is important to realise what this means. For instance if you chose as one of your fields the title 'NAME', intending to combine first name and Surname you may end up in trouble. Remember, you can only enter a maximum of 20 characters (including spaces), so if you had a long name like ARNOLD SCHWARTZENEGGER, there would only be enough space for ARNOLD SCHWARTZENEGG. To make sure you have enough room for all eventualities you would need to set up the database with seperate FIELDS for 'FIRST NAME' and 'SURNAME'.

The golden rule here is to take into account all possibilities, then you won't find your database limited later on.

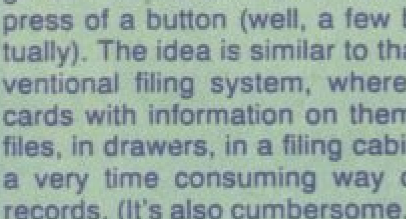
To set up a database select option B from the main menu, then follow through the steps of entering the number of 'FIELDS' in your record, then entering the FIELDS' names (max. eight characters) and then the number of CHARACTERS in each field. If you don't need 20 characters in a field then don't make provision for them, it'll leave more space in your machine's memory for full records.

ENTERING AND EDITING RECORDS

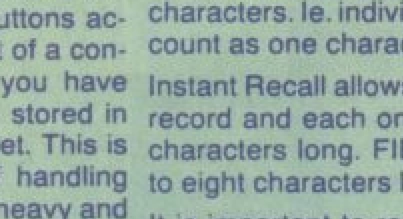
Once you have set up your database, the next step is to actually enter some information into it. This is done by selecting option C in the main menu. Use the options here to fill out your brand new database (see screenshots).

You can save, then re-load at your leisure, all databases on cassette or tape using the Save/Load option on the main menu.

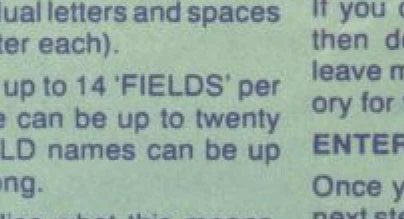
We'll take you through the advantages, quirks and foibles of Instant Recall, along with Page System WP and Cash Book, next month after you've had a good look at them. They ARE easy to operate but, just to make sure you know exactly what the potential is, Philip (our brand new guinea pig) is going to manage his life using them and tell you all about it. (What a man!)



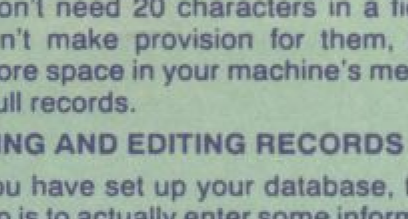
▲ *The Instant Recall main menu. Get to know it.*



▲ *All the editing options are in this menu.*



▲ *Naming fields, choose as many as are neccessary.*



▲ *Now you get to put the information in. Hurrah!*

Good galloping Godzillas the Great 8 is chock full of super games this month. They're all fully playable and they're free! But that's not all, there's a complete mini office, with word processor, database and cash book. An excellent starting point for those new to this type of software. And, of course POKEMANIA. Enjoy!!!

PIECES OF EIGHT

Load In 48K Mode

AHAR ME HEARTIES! Swab the poop deck! Hoist the jib! And batten down the hatches! 'Tis time to go hunting for gold, and there's many a salty ol' sea dog would give their right leg for a game like this.

From a cold and windy graveyard, through the inn and into the haunted lighthouse you must lead poor Captain Patch Eye past the most desperate horrors. Finding the scattered treasure is your goal but there's a whole host of ghosts, spectres and ghouls out to stop you. Restless spirits whose task it is to protect the gold. Keep an eye open for ladders which lead you to the upstairs level where there's even more gold to be found. Also beware of the vicious rats of doom who will have your toes for breakfast if you give them half a chance!

Avast and Ahoy me mateys, stop reading this and get on with yer task before you're made to walk the plank!

Controls:

Q - Jump

A - Duck

O - Left

P - Right

1 - Pause









TARANTULA

Load in 48/128k mode

Flying through Dark caves full of creepy, crawly hairy wotcha-may-call-ems - nothing could be more fun. In Tarantula you play the part of an astronaut zipping around the gaff with a jetpack on your back, hunting for pods and avoiding contact with the insects. Finding pods isn't difficult but getting them without being frazzled is the problem. You must succeed though if humankind isn't to be threatened forever by gigantic insects. Aggh!

Watch out for creepy crawlies which hatch out from cracks in the cave wall and clamber around the cavern's depths. To get at the eggs you must lure the bugs out into the open and try to nip in behind them (at no small risk to yourself) but these mere bugs are nothing compared to the tarantula. He's big and fast and really saps power!

There's no doubt about it. Tarantula is bigger than your average Rentokill job, better than watching matchsticks bob up and down in a bottle of water and faster (in speed mode) than anything else we've seen this month.

Controls:

Joystick or keyboard

Q - left

P - right

Capshift - fly

M - fast

POKEMANIA

Load In 48K Mode

Great thundering thingies! Graham 'Turbo' Mason has been going over the top with Pokemania this month as he reaches the hidden parts of games that no other hacker can reach (but there are many pretenders to his throne). Just load it up, follow the menus and get playing those games!

STREET CRED

Load In 48K Mode

Street Cred is a street sports game, the sort of thing that undesirable kids like Big Al', Philip and Garth used to get up to and Ed still does. (But not Steve Keen who spent his teens chasing girlies, and hasn't stopped yet for that matter.) There are six strange events represented, ie. A hip sestathalon!

Controls:

Q - Up

A - Down

O - Left

P - Right

M - Fire

EVENT ONE: PUMP IRON

Waggle left and right to get the power bar up.

EVENT TWO: STREET RUN

Waggle left and right and fire to jump obstacles.

EVENT THREE: DUNK SHOTS

Waggle left and right, aim for 45 degrees and press fire.

EVENT FOUR: BMX JUMP

Waggle left and right for speed and press fire to jump when you hit the ramp.

EVENT FIVE: CAN SHOOT

Shoot cans using direction keys.

EVENT SIX: STREETFIGHT

Move left and right using direction keys and press fire to kick.

What a bunch eh? Go for it.

THE GREAT 8

PAGE SYSTEM WORD PROCESSOR

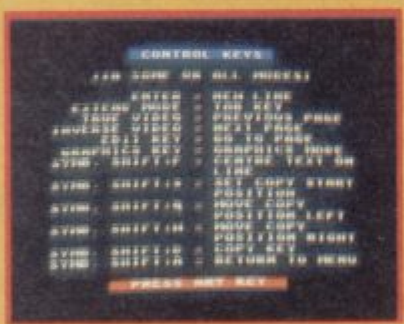
Load In 48K Mode

Page System Word Processor allows you to carry out multiple word processing functions and data storage on your very own Speccy. It's easy to use and ideal for those who have just started to appreciate the uses of a word processor for letter writing and updating.

Its functions include tabs, copy movement and positioning, additional graphics, printing, load/save etc. Full instructions are included, on screen, with the program itself. (See screenshots for examples).



The graphics option. This allows you to construct images or headlines using your Speccy's Graphics key.



A list of the control keys for Page System WP.



The main menu.



The Demo file. This gives you a full explanation of PSW.



A few words from organisation central - Philip Lindey.

CASH

Load In 48K

Here's the chance you've been waiting for. You can finally put your life in order with this home accounting package for your Speccy.

The best way to learn about Cash Book is to use the program - it really is easy to use, with pop-up menus that list all the options at every stage.

GETTING STARTED

Most of Cash Book's functions are controlled using the same keys - edit (Spectrum) or ESC (Amstrad) and the cursor keys. Press EDIT/ESC to display the main menu - notice how the first option is highlighted. Use the cursor up and down keys to move the highlight bar through the menu. EDIT/ESC takes you to the Exit option at the top of the menu. Select Exit and press ENTER to action your selection.

Now take a closer look at the screen. At the top there are column headings; the next line shows the INITIAL BALANCE. This will be the balance carried forward from the previous month (or year).

The rest of the screen is blank. Why not enter some transactions to make it look more interesting. First press EDIT/ESC to display the main menu, then CURSOR DOWN to select ADD ITEMS . Next press ENTER, and finally Y to confirm that you really do want to add some items.

Now the program will ask you a series of questions about the transaction. First of all the name, i.e. whatever wording you want to use to describe the transaction. Usually this will be the name of the person you are paying money to (or receiving money from). Next you will be asked to ENTER the code for the transaction, one or two letters which describe the kind of transaction, for example , you might use EL for your electricity bill, RA for rates and RE for rent. It is a good idea to make a list of the codes you want to use before you start.

AMOUNT is pretty self-explanatory. Type in the value of the transaction in pounds and pence, e.g. 56.34 and press ENTER. Next press C if this is credit (money paid to you) or D if it is a debit (money you have paid out).

The VAT CODE can be changed for those who have to use this section. If the transaction includes VAT then Cash Book will automatically calculate the amount of VAT - and the amount of the transaction excluding VAT.

Entering the date can be fun! Use the cursor keys to change the date shown (up and down to change the day, left and right to change the month). The date displayed is the last date entered, so if you have a lot of transactions on the same day you only need to press ENTER.

Now that you have told the program all it needs to know, it does a few quick calculations, then writes the transaction into your electronic cash book. Press Y or ENTER to input another transaction, or N if you have finished.

Enter several transactions (make them up if necessary), go back to the main menu, and select EXIT. Now take a look at what you can see on the screen. Use the cursor keys to move the screen around - the cash-book is a lot wider than the screen of the Spectrum, so you can't see everything at once.

It may be that some of the columns in the cash book are unnecessary for your purposes - don't worry, there is an item in the main menu called FORMAT TITLE, which allows you to change the heading at the top of the screen, and thus the information displayed.

ANALYSING TRANSACTIONS

One of Cash Book's most useful features is the ability to split a list of transactions into two. This is done by marking certain transactions with a " character, and leaving other transactions unmarked. Cash Book has a sophisticated search command that makes it very easy to pick out the transactions you're interested in, though you can also mark or unmark individual transactions.

There are countless ways in which you might use this feature - you might, for example want to look at receipts separately from expenditure. Alternatively you might want to examine all items of expenditure over £500, or all receipts prior to September 1990. Many Cash Book functions can operate on all transactions, marked trans-

actions only or unmarked transactions only.

CASHBOOK FUNCTIONS

Many of the items in the main menu lead to sub-menus. To get to one of these you must go through the main menu (now you know why its called the main menu).

EDIT ITEMS

This works in the same way as ADD ITEM, allowing you to alter an entry already made. Make sure that you first highlight the entry to be changed, using the cursor keys to move through the list. Items that do not need to be changed can be left as they are by simply pressing ENTER.

TAPE/DISC

This option has its own sub-menu:

LOAD ITEMS

Loads transactions you have previously saved; transactions already in the memory are deleted. If you are using tape you can omit the filename, in which case the first file found is loaded. When you load a file the initial balance is set to the value at the time it was saved.

APPEND ITEMS

This option allows you to load transaction without those already in the cash book. The new transactions are added at the end of the list, and the initial balance is unchanged.

SAVE ALL, SAVE PART

You can save all the transactions in memory, or any consecutive block of transactions; enter the number of the first and last transactions to be saved. You must save the contents of your cash book before switching off your computer, otherwise information will be lost!

BOOK

128K Mode

SEARCH

Choosing this option displays a sub-menu:

SEARCH FOR ITEMS

This displays a further sub-menu which allows you to choose the basis on which the search is to be carried out. The options are:

Item No.

Code

Name

Amount

VAT code

Date

VAT

Total

You will be prompted to enter the first and last values you wish to search for, for example you might enter Z as both first and last if you wanted to find all the zero-rated items. Or you might enter 10.00 as the first and 20.00 as the last to search for all items between £10 and £20 (when you search for an amount you are also asked to specify whether you are looking for debits or credits). Always specify the lower value first.

When you exit from this sub-menu a further list of options is displayed:

Mark matches

Mark non-matches

Unmark matches

Unmark non-matches

These options allow you to determine which transactions are marked and unmarked. Note that if you select, for example, Mark matches, this does not mean that non-matches are unmarked - any transactions already marked will remain marked, even if they do not meet the criteria. This is a powerful feature which allows you, with repeated searches, to pick out transactions which meet a range of criteria, for example all transactions prior to 31st October 1990 for less than £200 where the VAT code is anything but Z



Multi menu mayhem, the options are displayed at each stage.

DISPLAY ALL, DISPLAY MARKED, DISPLAY UNMARKED.

Normally all transactions are displayed, with just the marker differentiating between those that are marked, and those that are unmarked. However you can specify that only marked transactions or only unmarked transactions are displayed. Transactions which are not displayed are not deleted from the list, merely hidden from view. Select DISPLAY ALL to show the full list.

CLEAR SEARCH/SORT

This option marks all transactions, clearing the effect of any search or temporary sort that has been carried out.

MARK ITEM, UNMARK ITEM

These allow you to mark or unmark individual transactions.

SORT

You can sort the transactions according to Code, Name, Amount, VAT, VAT code or Date. If you choose a temporary sort then the transactions return to their previous order when you add or edit transactions. A permanent sort is exactly that, permanently changing the order of the transactions in the memory. If in doubt always use a temporary sort.

PRINT

When you print out a report, the program leaves a six line gap at the bottom to allow for perforations, and so it needs to know the length of the paper you are using. Standard paper is 11 inches long and this is the default - to enter a different length select INPUT PAGE LENGTH.

IT may be necessary to print in condensed mode to fit the report into the width of the paper, and if so Cash Book will automatically select condensed mode on the printer. A page width of 80 normal size characters is assumed but you can change this by selecting INPUT PAGE WIDTH. If your printer cannot print more than 80 characters across the page (either in normal size type, or in condensed mode (if it has it) you will need to change the format of the report.



The screen shows just a section of the full sheet.

The report heading, if you enter one, is printed in double width characters. The control codes which are sent to the printer to select condensed and double width characters can be changed if necessary by selecting CHANGE PRINTER CODES (you may need to set all the codes to 0 if your printer does not support these different type sizes).

There are two report formats you can choose between, Normal and VAT. Either of these can be changed by using the FORMAT TITLE command, so the VAT format can be used for something else if you aren't registered for VAT.

DELETE

Use this option when you want to remove transactions. If you want to remove a single transaction highlight it using the cursor keys before you select DELETE from the main menu. A sub-menu will be displayed: DELETE ALL, DELETE MARKED, DELETE UNMARKED, DELETE ITEM. Select the option you require carefully - transactions cannot be recovered unless you have previously saved them to tape or disk.

SET VAT

Two VAT rates are set up, A (15%) and Z (0%). you can change these rates or create up to 24 more. Note that any changes you make to the VAT rates are not saved, and must be re-entered at the start of each session. Note the current VAT rate is 17.5 Percent.

Cash Book can hold 600 transactions in memory at the same time (700 on the Spectrum). If you try to append a file that is too long to fit in memory then no part of the file will be loaded.

If a tape or a disk error causes the program to end you can recover it by typing RUN and pressing ENTER.

upfront

SAM IN LIMBO

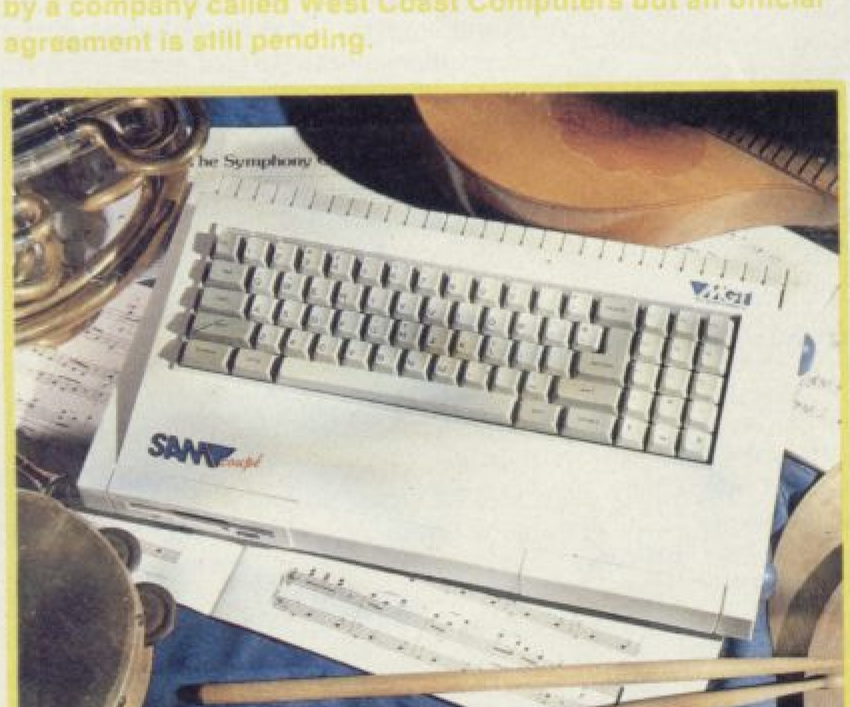


The SAM Computer saga continues with news of a second closure in recent months. SAM Technology, Bruce Gordon's side of SAM Computers has gone out of business in the wake of the earlier closure of SAMCO, the software and marketing side of the operation.

SAM Technology continued operating, organising the production of machines and attempting to get a buyer for the ailing computer until this October when they too ceased trading.

As the future of the SAM hangs in the balance, several companies and individuals are still trying to reach aggreement with the recievers of Miles Gordon Technology over the rights to the machine.

The software side of things isn't a problem, according to Bob Brenchley of Format Publications. Revelation Software are already in business producing software for the SAM and they have been up and running for the last month. The main problem lies in the rights to the hardware. MGT's recievers hold the rights to the older pieces of hardware in the SAM. Some interest has been shown by a company called West Coast Computers but an official agreement is still pending.



SAM technology, run by Bruce Gordon has, in the meantime closed down and as a result there is now no-one providing a full repair service. If you have a SAM and you need to contact someone about repairs or spare parts, you should get in contact with Format Publications at the following address:

34, Bourton Road,
Glouster,
GL4 OLE.

Discussion is going on at the moment with two sub-contractors for dealing with the service and repair of both warranty and out of warranty machines.

The plan is that when West Coast Computers goes into production they will leave the business of service and repair in the hands of the sub-contracters. It is now hoped that production may be under way, once again early in the new year. Watch this space, we'll keep you updated.

HOBBIT TO LAND AT LAST

ADB Russian services now claim to be recieving the first batch of Hobbits, from Intercompex in St. Petersburg, during November, at which stage they will fulfill all orders so far. They have also assured us that any cheques sent with orders so far have NOT been cashed. After the first batch, they hope to get regular but small supplies on a monthly basis.



However, no further distribution or maintenance arrangements have been made concerning the Hobbit. We'll let you know as soon as any more news comes along. In the meantime turn to Tell It To Al' for more info and the big man's opinion on the whole affair.

SU-per Mistake

SILICA SYSTEMS

Well, well Tina Zanelli's a bit red faced this month! And all the boys in editorial are laughing their heads off at her. The problem is that, as you may or may not have noticed, Silica Shop had TWO Atari ST advertisements in SU last month. Now although this could mean that they'll sell twice as many, Tina doesn't seem to think so, and she's pretty miffed at whoever caused the mix up. It should have been an Amiga advertisement, so Tina wants you all to turn to page 43 and look at Silica's Amiga ad right now. This is what should have been on page 49 last month. Poor Tina and apologies to Silica. (Thanks to Tina for the big kiss for doing this - Big AL').

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SU/12/92

SUPER STAR SEYMOUR



Potato or not, Seymour is a smart little chap. And versatile too! He is in fact the James Bond of Code Masters sprites, investigating lost property, helping his friends out of trouble, saving the planet from environmental destruction while apprehending or bumping off desperate criminals and international super fiends.

Super Star Seymour consists of five games, three of which are new releases while the other two were both out in 1992, so everything is almost brand new. The re-released games are Seymour Goes To Hollywood and Super Seymour Saves The Planet.

Seymour Goes To Hollywood follows the little guy's first bid for stardom as he enters Hollywood's studios, picks up all sorts of paraphernalia and meets a host of legends including Frankenstien and Tarzan. However it looks as though his first movie break has been sabotaged, what with stiffs lying about, Tarzan's speech impediment and some missing scripts. Help Seymour sort things out by collecting objects and solving puzzles in classic Codies form.

Super Seymour Saves The Planet is a different kettle of fish altogether. An arcade style blast, it involves a caped Seymour hopping around a multitude of screens picking up and disposing of harmful toxic objects and destroying the nasty nuclear mutants who are trying to stop him. Because he's super-charged and can fly around, picking up the toxic waste is easy enough but if you're not quick enough the screen will quickly fill up with mutants. The only way to deal with your enemies is to jump on them. If you do it properly they'll release power-ups. But if you're slow or inaccurate you'll die!

The best of the new games is Wild West Seymour, reviewed two months ago on these very pages. It's similar to Seymour Goes To Hollywood in game layout and play procedures but it's much more fun. Basically you gotta' help Seymour make a series of wild west movies, despite the attentions of yet another saboteur. Along the way there's a chance to meet quite a lot of Codies' staff along with a variety of problem wracked cowboys, In-



▲ *Seymour gets into trouble with the hollywood police dept.*



▲ *The lad gets a new roller. Or does he?*



▲ *Seymour chats up a tinseltown secretary.*



▲ *Flying high as Super Seymour.*





Alan

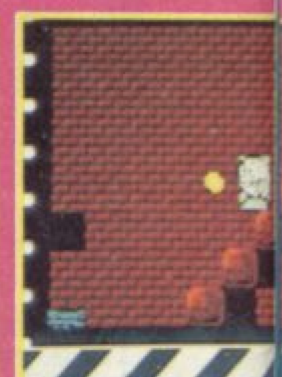
It's a funny thing. I didn't like Super Seymour when it first came out, nor did I like Seymour Goes To Hollywood. Looking at them now I'm not sure why. OK they're not exactly ground breaking but in combination with the other three games they make this compilation a bit of a whizz.



▲ *Hmm. Not bad PC Seymour. Try harder though.*



▲ *Seymour gets ready to abuse a penguin.*



▲ *I told you he looks*

MOUR

GAME: Super Star Seymour
LABEL: Code Masters
MEMORY: 48K/128K
TAPE: £12.99



Robot Cop turns into a mobile arresting unit.

ISSUE GOLD



Aggh! It's the mysterious saboteur. He sounds mexican, I wonder why?

dians, train conductors and storekeepers (among others).

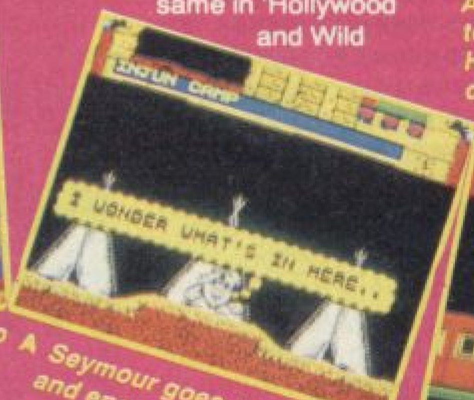
Stuntman Seymour, previewed (oo-er, under the heading of Sergeant Seymour) two months ago is the platformer of the bunch and it's a little gem. Basically our pink friend has been hired as a stuntman, on, guess what? ... Another movie! Unfortunately the cast are taking the whole thing too seriously and the set has become a dangerous place to work. Gangsters, Indians and all manner of movie nasties are on the prowl and Seymour must bump them off to make the movie a success. It's platform jumping japes and speedy shooting shenanigans ahoy in Stuntman Seymour.

Finally, Robot Cop Seymour, yet another arcade maze game is based on apprehending mutant baddies over 50 manic levels. Robot Cop has a novel way of giving baddies the chop... He has an incredible extending hand of doom that's not only cute but effective too! Once he grabs a bad guy this hand throws it against the nearest wall where it proceeds to burst into a magnificent power up. Robot cop is a very simple game concept but is also, nonetheless, good looking and addictive.

Seymour is a strange concept, graphically. He looks the same in 'Hollywood and Wild West' but then looks wildly different in the other games. The sprite gets smaller for Stuntman' and Super' and his facial expressions have changed considerably too. In fact he looks positively evil in Stuntman. For Robot Cop, Seymour becomes absolutely minuscule but he's still a cute sprite, even if it does get a little bit difficult to make out his features from time to time.



He must get those barrels to save the planet from toxic death.



Seymour goes wild west and encounters the natives.



Yeah! Shove off, ya snivilin' little wimp!



Seymour finds a clue in Codemasters HQ.



As far as variety and playability go this compilation cannot be faulted. Every single game is worth playing. Control is fairly precise, plots are humourous and graphics, colour and sprite detection are very good.

I must admit that this is one of the most enjoyable compilations I've played in ages. It consists of five very varied games - and the more I play each individual game the more I like it. The arcade games Super Seymour and Robot Cop are addictive and big. The platformer, Stuntman is very much a formula blast with a lot of similarities to DJ Puff but its graphics are clearer and gameplay more challenging. Seymour Goes To Hollywood was never one of my favourite games, but allied to the fun Wild West Seymour there is more than enough puzzling here to keep you happy over the hols. 'Nuff said.

scores

OVERALL 93%

Big Al Dykes

I have to recommend this compilation. I enjoyed it even more than Super All Stars, reviewed last month, and it definitely deserves to be on everyone's Christmas shopping lists. Although the five Seymours represented here nearly all look completely different the overall standard of graphics and gameplay is very high.



...othing like Seymour.



A gangster gets tough in Stuntman.



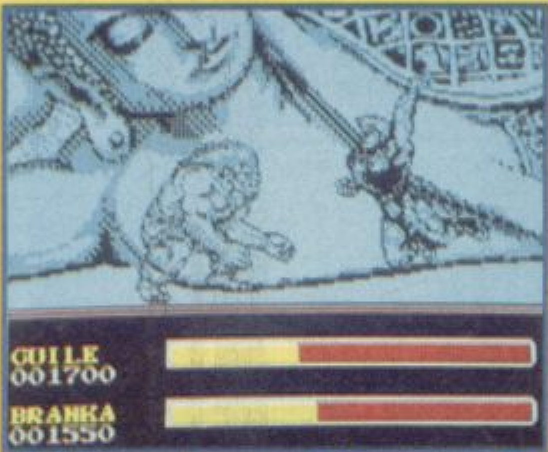
Watch out for the Red Indian.

STRE FIGH

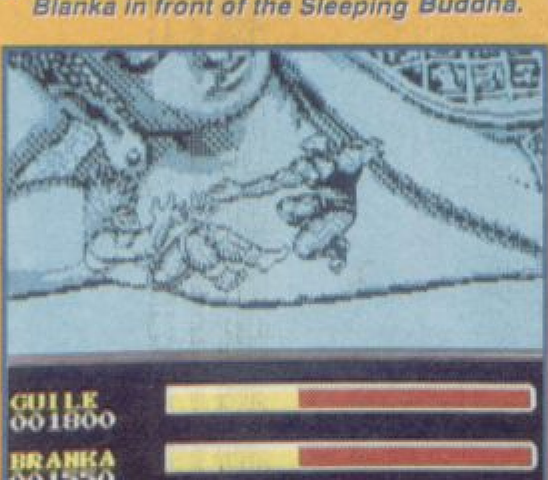
Latest Work in Progress Exclusive

GAME: Streetfighter II
COMPANY: US Gold
OUT: Dec/Jan

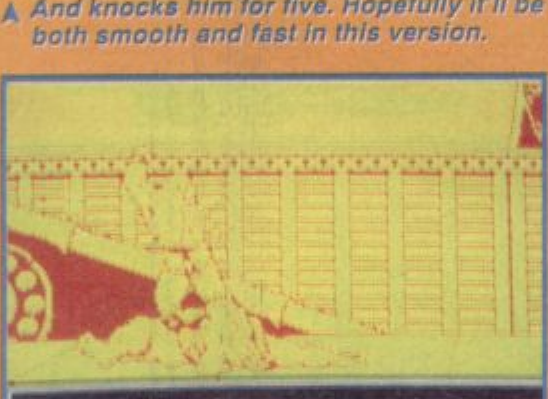
What's harder than a squad of airborne rangers equipped with body armour, a seriously boiled egg and Hulk Hogan's pectorals? Streetfighter 2! Or haven't you heard? SU has got an EXCLUSIVE look at ALL of the characters in this fab looking game from US Gold. Hold onto your hat, we'll be reviewing it soon.



Guile launches a combat karate attack on Blanka in front of the Sleeping Buddha.



And knocks him for five. Hopefully it'll be both smooth and fast in this version.



Ken has a moment of triumph but Honda's not beaten yet. Watch that weight mate.

If you haven't come across this stunning beat 'em up you'd better toddle off down to the arcades pronto and join the queues. It's been out a while now but thanks to the console and home computer versions, allied with updates to the arcade machine itself, SF2 Championship Edition and Streetfighter '92, it's still hot stuff.There have been many imitators, some of which have been covered in our Coin-ops but this game still remains king.

Of course you have to be a big fan of beat 'em ups or SF2 will be about as much interest to you as a 14oz sirloin steak to a vegetarian. But, because the graphics and gameplay are so stunning and the game demands a lot of skill and expertise to play properly it may well be worth a look anyway.

There are eight fighters representing six different countries in the world. Two from America, Ken and Guile; two from Japan, Ryu and E. Honda; an Indian, Dhalsim; a Russian, Zangief; a Chinese girl, Chun Li and a crazy monster from the Brazilian rainforests, Blanka.

Why, oh why, aren't there any combatants from western Europe though? What's wrong with a French boxing Pierre from Paris, or a morris dancing demon fighter named John Wells, from Somerset? Oh well, I suppose no game can be completely perfect.

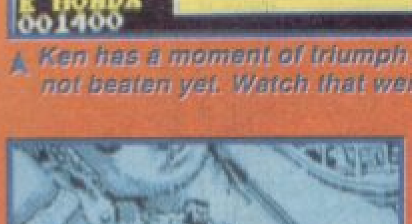
The most impressive thing about Streetfighter 2 is the amount of moves each combatant can make. The arcade machine has six control buttons and a joystick, all of which combine to allow an incredible amount of moves. However, with the exception of Ken and Ryu who trained together and naturally therefore fight the same way, all the characters have different combat traits and a different combination of 'special' moves.

Ryu and Ken are both specialised in the arts of Kenpo and Karate and combine body crunching strength with amazing speed and agility. Their moves include a whole repertory of Karate kicks, punches and throws and their special moves are the Dragon Punch, a psychic punch which releases a burst of energy, the Cyclone Punch, a devastating upward spinning punch and the Hurricane Kick, a spinning helicopter kick that can hit an opponent several times.

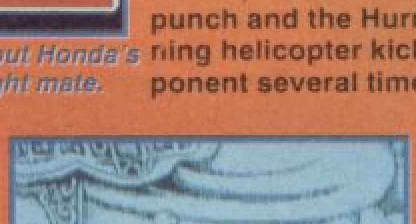


Blanka is a Brazilian who grew up in the rainforest, there developing ultra fast reflexes and a grim sense of determination. The locals gave him a hard time so now, with a chip on his shoulder, he's seeking herodom by winning the street fighter competition. Blanka's special moves include the Thunder Storm, an electric force field projected around his body, the Cannonball Spin, a fast body move, the Face Bite, which is just that, and a Double Headbutt.

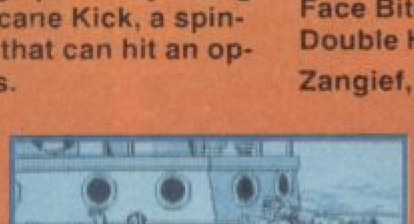
Zangief, The Russian, is an experi-



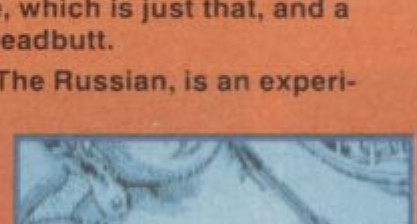
Zangief attempts to break Honda's back.



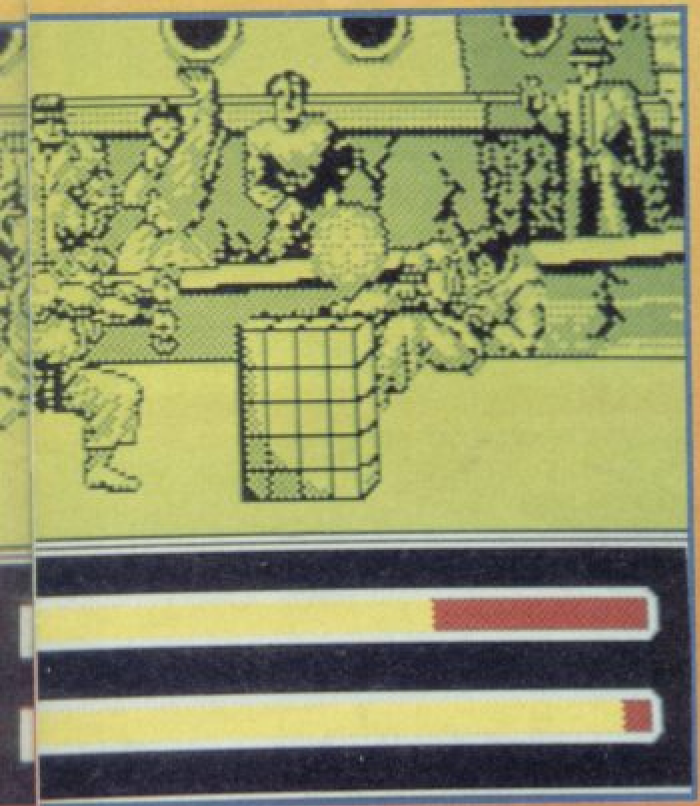
Brazilian Blanka just misses American Ken.



Ryu Vs Zangief. Check out the backdrop! Wow!



Dhalsim uses his yoga power against Chun Li.



enced wrestler. Like something out of WWF he is both strong and vicious, using a combination of throws, kicks, punches and holds to defeat his enemies. His special moves are: The Double Lariat, a spinning arm move which will level opponents and provide protection against some of their special moves and the Screw Pile-Driver, a devastating jumping hold.

E. Honda, the big lumbering Sumo wrestler is out to prove a point; namely that Sumo wrestlers, despite their bulk, are as good as any other martial artists in the world. He may be slow but he's extremely powerful. His special moves are the Hundred Hand Slap, a high speed multiple punch, the Flying Head Ram - with a grunt E. Honda flings his entire body weight at an opponent - not a pretty sight, the Body Crush, a bear hug, and the Knee In The Face, which speaks for itself.

Dhalsim is an Indian mystic, well versed in the art of eastern fighting. He's also a yoga master, and can contort his body in unimaginable ways and spit enough fire to get a job in a circus. His special moves are Yoga Fire, a spitting fireball, Yoga Flame, a close range but devastating burst of fire and Yoga Spear, a sort of flying headbutt.

Guile is an American soldier who specialises in combat karate and hairdressing. He's gone A.W.O.L. to enter the street fighting competition in order to avenge the death of a close friend. He combines speed with versatility. Like all Americans he's quite loud so his main special weapon is the Sonic Boom, a loud burst of energy reflected off his hands which is similar to Ken and Ryu's Dragon Punch. His other moves include the devastating Somersault Kick, a Back Drop wrestling hold and a Mid Air Drop back breaker.

Chun Li is a devastatingly fast and versatile schoolgirl fighter with a masters degree and several hundred black belts in Kung Fu. She defeats her enemies with agility rather that bulk and strength, though she's not short on the latter. The Hundred Foot Kick, similar to Honda's hand slap and the Spinning Bird Kick, similar to Ken and Ryu's Hurricane Kick are her special weapons.

It was difficult enough to incorporate these features into the coin-op and then into the Super NES, which was the first home machine version, but US Gold, who have the licence to produce it for all home computer formats are having a real problem working out the complex commands needed to get all these moves operating from a standard two button joystick. What fun.

However, as we said last month it's looking good for all the special moves, even on Speccy. Well nearly. They have, in fact, included roughly the same amount of moves but some of them have been changed slightly to make the game a bit more controllable. See the EXCLUSIVE screenshots for a clearer impression of what's happening.

SU is looking forward to seeing the final version of this game very soon. The version we have is almost complete and all the characters look exactly like their coin-op cousins, and behave very similarly too! We'll have to see how well it plays though.



Blanka does the business with a Thunderstorm force field. But Zangief isn't falling for it.



E. Honda gives Zangief a taste of his Hundred Hand Slap. Which is why it's out of focus.



The arcade version. More colourful (No! You don't say). The sprites remain the same though.



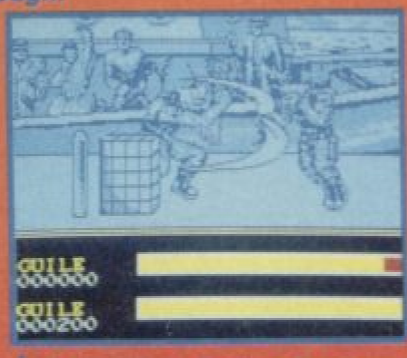
And Chun Li gives him a right kicking! Ha!



Zangief gets a bit uppity. Too much vodka.

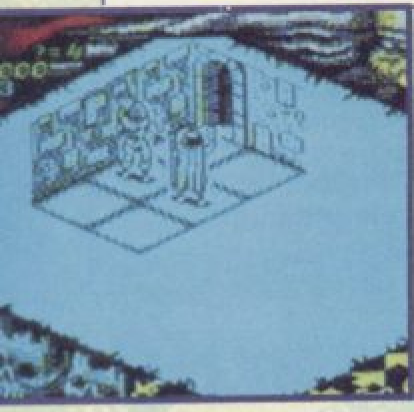


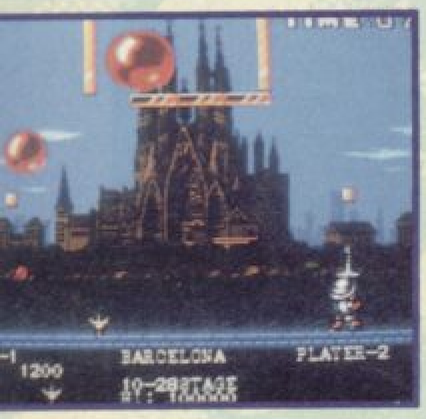
Ken kicks a fat sumo wrestler.



Guile gives Guile a Sonic Booooom!

TYPE IN CHEATS





Here's something that should keep you all fairly bust whilst you try to devise ways of ripping up that awful sweater that Auntie Enid's going to send you for Christmas. It's a series of type-in cheats for which, Richard Townend of Milton Keynes will be receiving a bagful of sexy software...





HEROQUEST

```
10 REM Heroquest by Richard Townsend
20 CLEAR 24575
30 LOAD "CODE 16384"
40 LOAD ""CODE
50 POKE 34151, 182: REM INFY MOVES ALL PLAYERS
60 LET MC=USR (28030)
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TEENAGE MUTANT HERO TURTLES

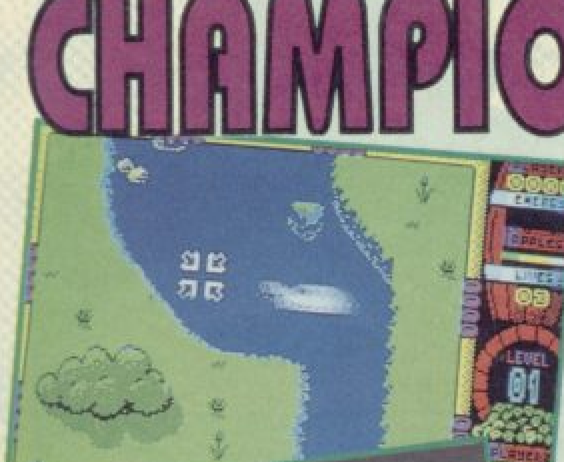
```
10 REM TMHT BY RICHARD TOWNEND
20 CLEAR 24999  30 LOAD "SCREEEN$"
40 LOAD ""CODE 50 LOAD ""SCREEN$
60 POKE 49596,0: POKE 53774,0: POKE 47999,0: REM INFY ENERGY
70 POKE 49560,0: REM INFY TIME UNDERWATER
80 POKE 47834,0: REM NO CRAPPY FLASHES
100 RANDOMIZE USER 60928
```


PANG (128 version)

```
10 REM pang 128 by Richard Townend
20 CLEAR 3E4: FOR N=23497 TO 1E9
30 READ A: IF A THEN POKE N,A: NEXT N
40 RANDOMIZE USER 23496
50 DATA 221, 33, 242, 174, 17
60 DATA 28, 16, 62, 255, 55
70 DATA 205, 86, 5, 48, 241
80 DATA 62, 222, 50, 52, 90
90 DATA 195, 81, 175
100 DATA 50, 109, 138: REM PLAYER ONE
110 DATA 50, 141, 138: REM PLAYER TWO
120 DATA 195, 23, 190, 999: REM END BITS
```



CHAMPION CHEATS





DIZZY DOWN THE RAPIDS

Type in CHEAT on the title screen and press enter. Next time that you play you should have infinite energy.

DELIVERANCE

We think that the programmers left their back door wide open with this one as it's next level ahoy by just pressing the enter key.

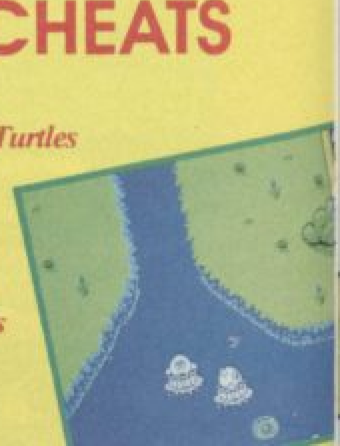
IRONMAN STEWART'S OFF ROAD RACER

It's high speed racing thrills 'till your nose bleeds with this great SU Gold award-winning zoom around. But if you want to get that competitive edge over the competition, just keep pressing fire on shocks when you're in the speed shop. When you've got all five, go to the nitro and keep pressing fire until you get 190. Now buy as normal.

INDEX

TYPE IN CHEATS

CHEATS



GARTH'S BIG POKEs

ATTACK OF THE KILLER TOMATOES

25323,0	Time
49433,81	Lives

WEC LEMANS

26110,34	Infy time
26085,0	Infy time

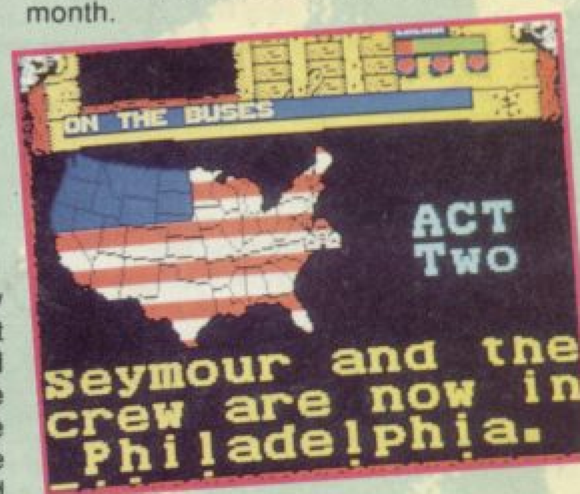


SOLUTION CITY





This month, a large vote of thanks (and of course, some software which I had to steam out of Big Al's hands) will be going to Robert Ruck of Boston in Lincs for his solutions to Seymour's Wild West Adventure. The next tow acts will be printed next month.



Ho, ho, ruddy ho, my Christmas-crazed, gift hungry slimers. I hope you've finished off all your letters to Santa by now! There's not a lot of time left before Christmas so this might be a good time to start behaving yourselves - alternatively you could be really mean like some of the Hackers this month and crack some games, like real men (or girlies). Anyway here's the best of this months mail bags along with some tasty tips from my own wizened hands.



Wild West Seymour

ACT ONE

Talk to Rich Eddy and get the note. Now read and drop it. Go right four times to get to Al's shed and nick his plunger (blocked sinks ahoy Al!). Go left to HQ and take control. Talk to Clare then go right twice and switch on the remote control. Get the battery from the plane, drop the control and get the bit of paper from the safe. Now get the Karaoke machine, leave the HQ and go left to the bus.

In the bus drop microphone, talk to Pete, get the camera and put the battery in it. Now exit bus, go right and enter the HQ Bringing the camera). Go right to the lift and ascend. Now go left, enter and flip switch. Get film and put it into the camera, get the spotlight and and finally unblock the sink with the plunger. Drop the plunger (unblocked sinks ahoy!), get the key and leave.

Leave the HQ and go back to the bus (move along inside please!). Start up the bus with the key and get out (game genie appears), give the paper (safe code) to Genie. Get the flower, get on the bus and give Pete the camera before dropping the light and camera. Exit bus and go right to HQ. Enter and give flowers to Clare who gives you the script. Leave and return to the bus.

Climb aboard and drop script, then go up and get out of the top window. Go to the edge of the platform and jump onto tree, jump right onto the next tree and from the edge of that tree onto the cloud and then onto the roof. Walk to the roof's edge and jump onto shed roof. Get the clapper board and walk off the roof. Go left back to the bus and enter. Now drive the bus and you're off!!

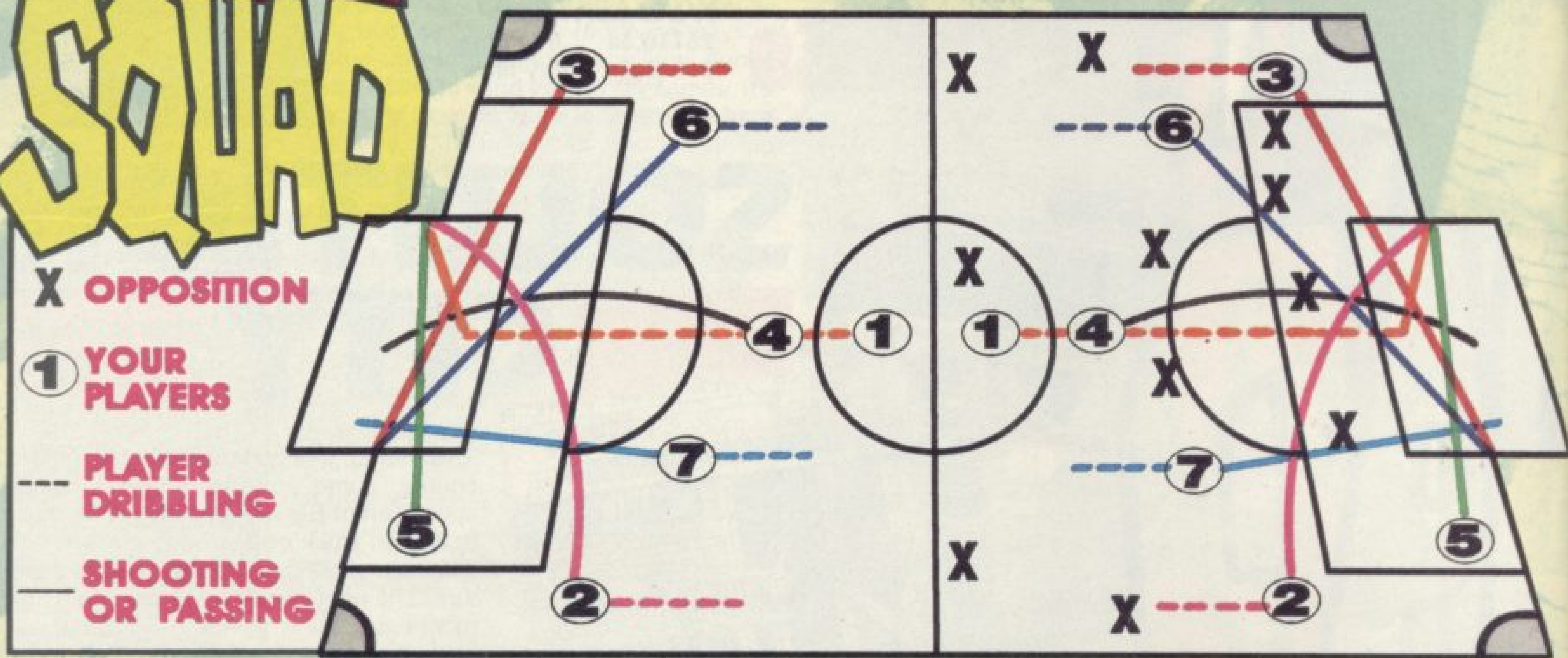
ACT TWO

Walk left to telegraph office and get brush. Then go right to shy Dan's and enter. Go to door and talk to Dan then sweep up, get the ticket and the money. Now go up and out to the left. Left again to the telegraph office, get the key, drop the brush and enter office. Chat with Dan again, then jump onto the window and the platform. Put the money into the machine, walk to the booth door get your photo taken. Then go back and talk to Sam. Leave, and then come back again (yawn), talk to Sam again (hasn't worked). Go out and get the brush again, go right to Dan's. Sweep up, drop the brush and then talk to Dan. Take the money and card and leave.

Go left to the office, go in and use the photo booth again. Go out and then re-enter and talk to Sam again. Get the photos and go out. Go right to Dan's and enter yet again. Go up and out - left. Continue left until you stand on the far left edge of the sign. Jump left and then right, right, right to the edge of the roof. Jump onto the tree and quickly jump back and onto the cloud. Now jump on the roof, go left and use the key twice on the clock. Walk left off the roof, talk to the station master and finally, board the train.

Aha, the game is only beginning to get difficult here. Find out how Mr. Ruck has managed to beat the snake in act three, next month!

HACKING SQUAD SOLUTION CITY



...CONTINUED

EMLYN HUGHES INTERNATIONAL SOCCER

16 Owwwww, I know it, I know it, I know it. For those of you who are not old enough to remember, here's the story. Before Emyln Hughes became an eloquent, highly entertaining TV personality, he actually made a bit of a name for himself by playing football. Which was so long ago that it seems a bit sad that someone should want to put his name to a football game, but Chris Wood, who doesn't know the meaning of the word fear, has scribbled out these excellent tips for the game... (recently re-released on budget by Touchdown).

First off, you must select the five kick directions options otherwise, the following tips won't work.

1) As you run forward with the ball, tap the fire button as you reach an opponent so you just tap the ball past him. When you reach the goal, tap the ball into the left hand corner of the net.

2) Run just past the right corner of the penalty box and chip, aim it low and hard into the left corner of the goal.



3) Take the ball right down the left wing, almost to the goal line and shoot hard right either into the air or along the ground.

4) Shoot from just outside the centre circle. This isn't a certain goal like the others but at the least it gets you straight into the attack.

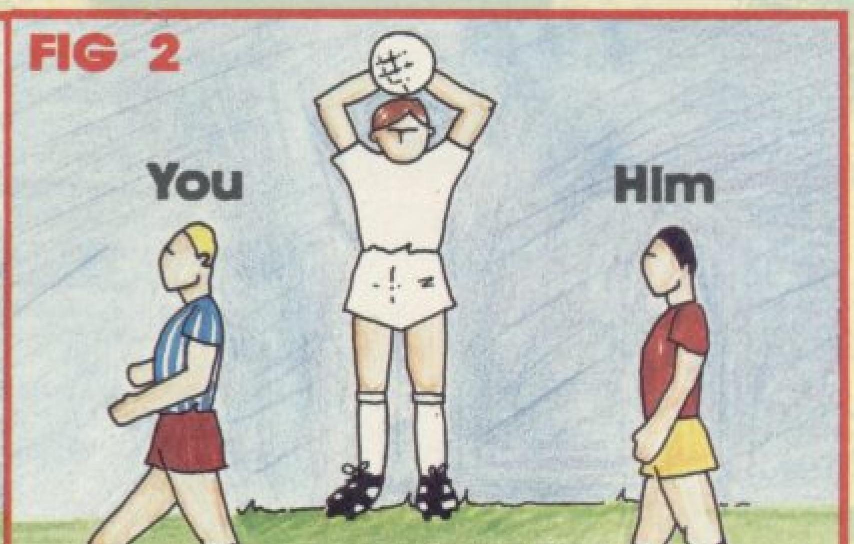
5) This shot calls for some very precise positioning in order to score every time but with practice you'll get it right. You must cut just inside the near post and shoot vertically up the screen, just between the goalie and the near post.

6) Shoot the ball slightly diagonally from the left corner of the box. Make the shot low and hard.

7) Shoot from outside the box whilst the goalie isn't in the picture. Keep the shot low, hard and straight and aim for either corner.

Crossing
Crossing the ball is pretty useful as you won't always have enough time to take the ball down the wing to score. Cross the ball from anywhere between the edge of the penalty box and the goal line. Make the cross high and quite powerful so that your forward can head the ball in.





SPECMAN

YO! Dudes, how's life treating you? Well it's obviously been kicking some of our readers in the face 'cos my mailbag is overflowing this month. I can't fit them all in but I'll see what I can do. Firstly I must thank Mr Drummond from Essex for correcting me so eloquently. We'll begin with his letter.

Dear Specman,

The VTX 5000 isn't dead for the Spectrum, in fact there are still some places where you can log on with this modem. These include Prestel and Silicon Village, which have their own databases, chatlines, check timetables etc. So don't knock the VTX 5000, there's life in it yet.
Mr. Drummond, Essex.

SPECMAN SPEAKS: All I can say in reply is that it's still a bit quite on the boards for it, I remember the micronet days. Hey, get in touch with Alan at the mag, I'm sure we could get him to do an article on the VTX 5000. (Yeah and Graham can write it! - Al' Heh, heh.)



Dear Specman

I am trying to copy my own games for my own use (good job too - we don't like pirates around here - Specman) onto my +D interface and I'm having problems with the multiload games. Is there a way of getting them to load from disk by transferring the levels onto it?
Gavin Addams, Cleveland.

SPECMAN SPEAKS: How long is a piece of string ? The problem with this is that the games programmer will write a copy of the Spectrum's ROM tape loader into memory on the computer. All we can do is make the loader faster i.e. change it into a turbo loader and like most games do, scramble the data so you can't look at it. Firstly you have all this to contend with, then to make it actually work you would have to do a complete rewrite of the games loader. And a loader would have to be written for every level. Still with me? Well, if you are you'll realise why it hasn't been done yet. In short, to go some way towards solving your problem, there is actually a solution which involves multifacing them level by level onto disc. Play as far as you can and then save etc.

Dear Specman,

Is there a way of getting the disk motor to stop on the Plus 3. After loading a game from disk the motor sometimes continues for a while.
R.D. Richardson, Worcs

SPECMAN SPEAKS:Actually this little tip has been looking you in the face, before the RANDOMIZE USR command, put pause 200: RAND USR etc and your motor will stop, as for the rest of your letter, I never did receive the one asking me about Empire Strikes Back. Send it in again and I'll do a complete solution in this column.

DEAR SPECMAN

How can I get my games collection onto +3 disk?
J.Cridland, Bristol and M Semenczuk, Huddersfield.

SPECMAN SPEAKS: Simple! Your problems are over. Go and buy a Multiface 3 from Romantic Robot and your worries are over.

Dear Specman

I own a +D and a Multiface one, when they are both connected together and I press the button on my Multiface it crashes the computer, why? I want to be able to use them both together.
P. Rowland Blyth

SPECMAN SPEAKS:It's time to get techie. When you press the button on your multiface it does two things, it activates the NMI line and ROM select line. The problem, unless it is sorted out by the manufacturers, is if two add-ons both request the use of these two lines, the result will be a crash. Firstly the Multiface requests its presence in the Spectrum ROM area but then a higher priority is requested by the Disciple. This is because it's the last add. A specific +D version of the Multiface was floating around. Also, I'm sure the +D has a built in saver to disc so why do you need to use a Multiface as well?

Dear Specman,

I've just acquired a Spectrum through the local ads in my paper (wasn't mine) and it has a joystick interface that takes ROM cartridges. Where can I buy them?
T. Hodson, Grimsby.

SPECMAN SPEAKS: The ROM cartridge was a standard that was adopted by the industry in an attempt to stop piracy. They pushed it as an instant fast loading medium but at a price. The normal game was £4.95 and the cartridge £15 at the time. Needless to say the system died out because no-one bought them apart from the rich, or stupid. In fact, now this format is being pushed on the Amiga so just remember where you saw it first. As for finding them, check out the microfairs and classifieds, you can occasionally catch them there.

WARNING, TO SAVE EMBARRASSMENT I HAVE NOT PRINTED A NAME FOR THE NEXT LETTER!

Dear Specman,

I wish to pass on some advice to your readers, My power pack blew up. Luckily I have a power pack that I use for my Casio organ. I plugged that in and my Spectrum is back to life. This saved me a fortune.

SPECMAN SPEAKS: It's a miracle that it's working at all. This is highly dangerous and it's a wonder you haven't blown yourself and your Spectrum up. The power packs for a Spectrum are designed specifically for that machine. The Spectrum operates within certain limits and the power pack is designed to fit those requirements. The one for your organ is designed solely for use with the organ. Do not mess with electricity. Please use the correct pack for your computer.

SUpermart SUpermart

TO ADVERTISE IN SUPERMART CONTACT TINA ZANELLI ON 071 972 6700

HINTS & TIPS

SU CREW

Winter is setting in again and, as usual, trains are being disabled by leaves, cars by massive traffic jams, bikes by slippery roads and feet by unfeasibly deep puddles. The SU Crew, despite being international megastars, are still all in a muddle as far as getting into work in these adverse weather conditions is concerned.

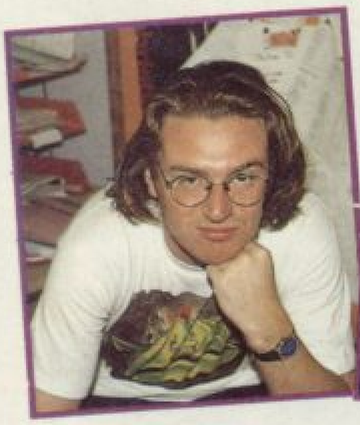
ALAN
Codemasters is technically only a two hour journey from SU Towers but when visiting them earlier on this month Al' and Tina ended up travelling for seven hours thanks to several cancelled trains, signal failures and a mysterious missing train driver in Reading. However Al' actually wishes that the streets were even wetter than they are now 'cos then he could surf to work every day!

YVETTE
Yvette hates travelling by London's infamous tube because every day, just as she's getting comfortable, some silly git in a smelly raincoat comes and sits down beside her. He invariably starts coughing up bucket loads of phlegm, sneezes like a hurricane and complains about his wet feet. Then, after a while, his raincoat starts to give off more steam than a sauna filled with seven hundred pairs of worn socks.

PHILIP
Meet Philip. Philip is brand new. God knows where we got him from but we did. Philip cycles to work every day. This keeps him very fit but unfortunately he doesn't get much sleep. You see our Philip lives in Glasgow and thus when he finishes work of an evening and sets off home, cycling at 200 Mph, he just arrives in time to leave for work again the following morning. "It's a bit tricky when the roads are wet."

GARTH
Garth is very fortunate because he actually lives in SU Towers. This is the result of recent experiments with a nuclear powered razor, his ex-house's central heating system, several trained hairdressers in asbestos suits and a US Airforce defoliant chemical. The net result of all this is that Garth is now clean-shaven for the first time in his life, but homeless.

STEVE
Steve is the sort of chap who never has problems getting into work. For a start, whenever he goes by train BR makes sure it runs properly in his honour. Secondly, his car is also configured as a miniature jump-jet, so traffic jams are never a problem. Thirdly, if he ever walks into work, puddles don't pose any threat - Steve can, after all, walk on water. OOhhh! Mr. Perfect.







WINNERS



Another batch of Codies 'mountain of merchandise' winners, picked up on a long hike up the SU letter mountain. In fact we get so many letters the EC are considering restrictions! Interfering so-and -so's. Some made us laugh, some made us sigh but first prize of a rather large pile of Dizzy goodies goes to Billy Fay from Accrington who has obviously been to see Beauty And The Beast:

IF I DON'T GET A PRINCE NEXT TIME, I'M GONNA QUIT!

LOVE THE SHELL SUIT TURBO!

A mug is on its way to you, Jim Elrick, you mug!

I DO LOVE YOU TURBO, BUT I WISH YOU WOULD EAT SOMETHING OTHER THAN BAKED BEANS!

Strange rumblings from I. Thompson in Barnstable who obviously smells something odd.

SO THIS IS WHAT THEY MEAN BY LOVE AT FIRST FLIGHT!

Congratulations Sarah Pearce, Errol Perthshire, Scotland for this extremely sad piece of free falling humour.

BOY, THIS GUY WOULD MAKE GREAT TURTLE SOUP!

A winning caption from non vegetarian David Steel, Edinburgh. We've given the animal rights people your full address so you'd better get used to hiding behind your Dizzy mug.

GAME: D.J. Puff's Volcanic Capers.
LABEL: Code Masters
MEMORY: 48K/128K
TAPE: £3.99

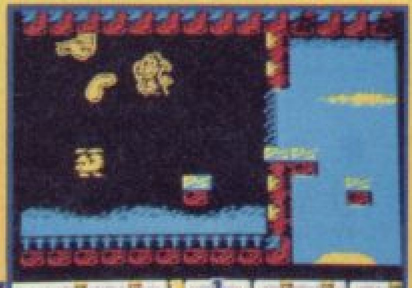
D.J. PUFF'S VOLCANIC CAPERS

That little fire breathing cutie from Code Masters has returned... And he's in just as much trouble as the last time he graced our screens in 'Little Puff'. Poor lad, it seems to be his unhappy lot in life to incessantly wander platforms searching for fruit and records while toasting tons of baddies on his way. What a drag (on). Agghh!!!

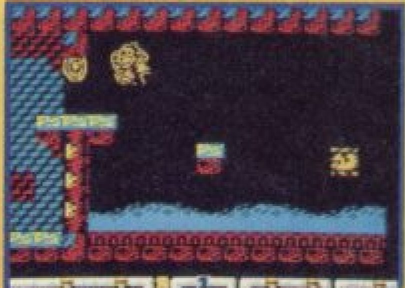
Puff has come of age and somewhere along the line made a name for himself as a top notch Disk Jockey. Well, well, wonders will never cease! Unfortunately however, Puff's island home has recently been invaded by a marauding bunch of villains who've made off with Puff's pride and joy - his chillin' record collection. Now, with you at the keyboard (or joystick) he must set off armed with boomerangs (I think), bad breath and, occasionally, a sackload of bombs to recover them.



Puff chucks a bomb.



Boomerangs ahoy as Puff tries to collect his second record.



And there it is, record deux. Looks like a Kylie album. Uggh!!



Look, it's a red indian. Give back his land Mr. President!!



Puff suddenly goes on holidays to Easter Island.

D.J. Puff isn't the most impressive game I've seen recently. Some of the sprites are a little difficult to make out especially when in front of more colourful backgrounds. Having said that, what the game lacks in clarity it makes up for with quite a challenging and interesting layout. The big question though is: Does D.J. Puff throw bananas or boomerangs? Well, whatever they are, they seem to do the job nicely.

Control is somewhat unresponsive so it takes a little while to get used to. However, bear with it, and apart from some guaranteed frustration the game does play better with time. It is a good idea to draw yourself a map. D.J.'s records are hidden all over the gaff so it helps if you know your way around the levels.

At the start of the game you have five lives and five records to collect. Dying can be all too easy however because of the control faults and some suspect sprite collisions. On each of the game's five levels Puff will eventually run into a an end of level guardian. And it's jolly jumping and firing japes from there on in.

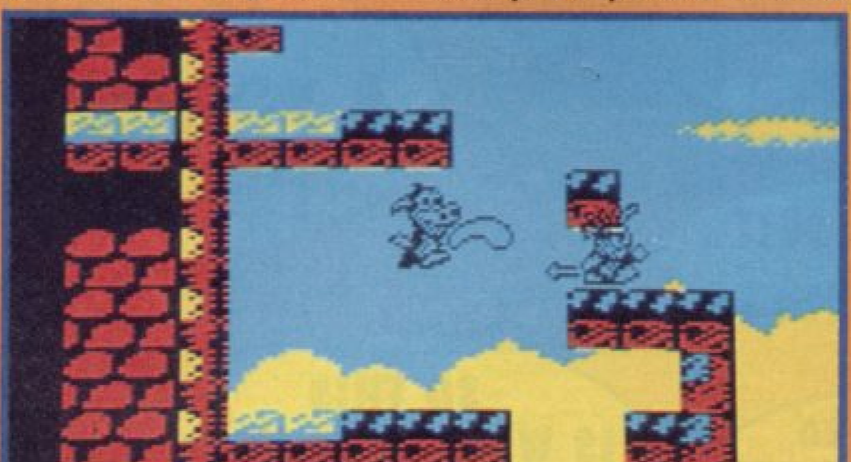
I have to say that D.J. Puff's Volcanic Capers did not win me over. Maybe I've just got a really short attention span, but I got frustrated far too easily. It's not that our reptilian friend didn't present enough of a challenge, it simply that he doesn't fire the imagination. And that, after all, is what a good dragon should do.

scores

GRAPHICS	71
SOUND	61
PLAYABILITY	78
LASTABILITY	75
OVERALL	76%

Philip Lindey

As platform beat 'em ups go ole' Puff is not the worst. Despite faults in presentation the game itself is well thought out and reasonably enjoyable. My main gripe is with the graphics, which, because of colour clash and some suspect sprite collisions don't really lend atmosphere and limit playability. Don't get this game if you're easily annoyed!





Alan

One of the best things about D.J. Puff is the way his stumpy little wings flap about when he jumps from platform to platform - it's a really nice touch. I must admit though that Philip had to restrain me once or twice from banging my head on the table out of frustration with this game's controls and playability. A nice enough title, but treat it with caution.

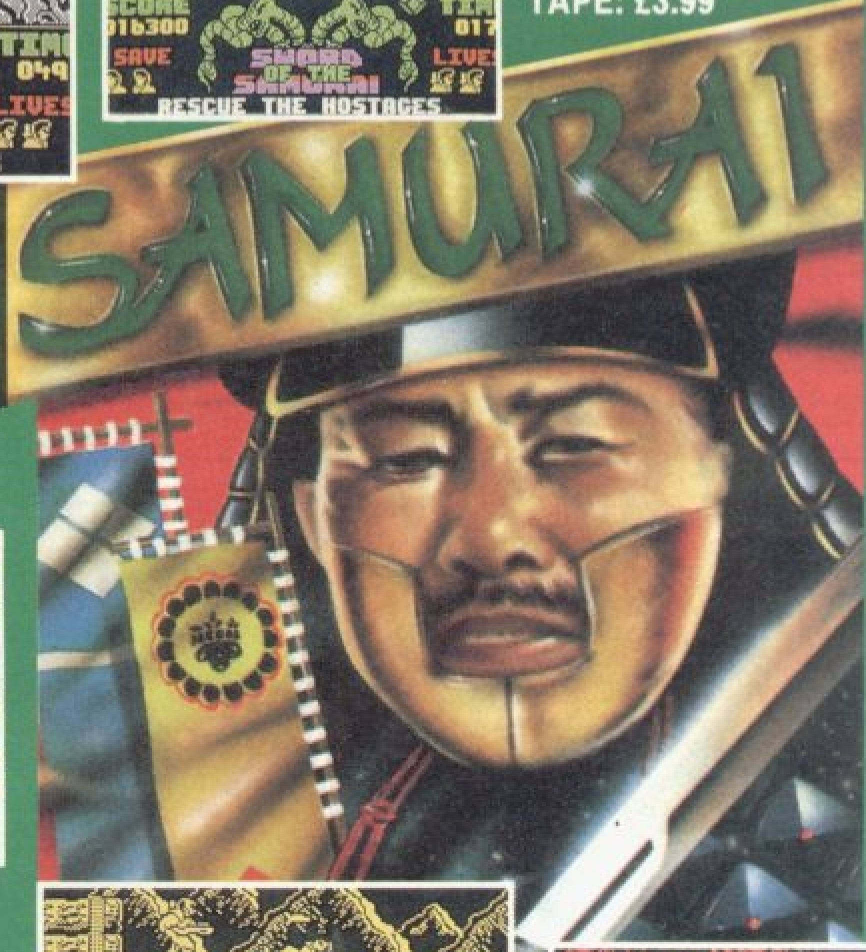
Curse those ninjas, they just won't leave decent, innocent people alone. One day, while walking around some tasty graphic backdrops, a busload of Zeppelin sprites got kidnapped by a group of fiendish martial arts experts. And at this very moment they're being held hostage until Zeppelin return to a policy of producing more martial arts games and less of those blasted sports sims.

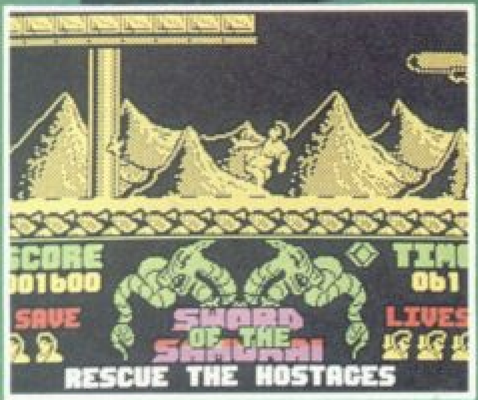




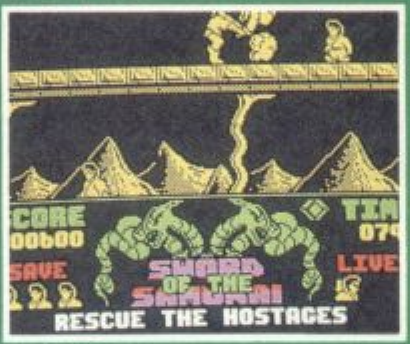
GAME: SWORD OF THE SAMURI
LABEL: Zeppelin
MEMORY: 48K/128K
TAPE: £3.99

SWORD OF THE SAMURAI





▼ *Your deadliest opponent*



As usual, it's the task of a samurai warrior to rescue the hostages. Somewhat stumpy and armed with a cheap version of Strider's sword this samurai also has several dozen shurikens, which, unfortunately aren't very powerful (it takes several hits to have any effect). Fortunately, though, once he's rescued two hostages, someone gives him a sackload of cut-throat knives which are much more useful... Yes, the samurai warrior is an awesome force, but you must be careful not to underestimate your opponents!

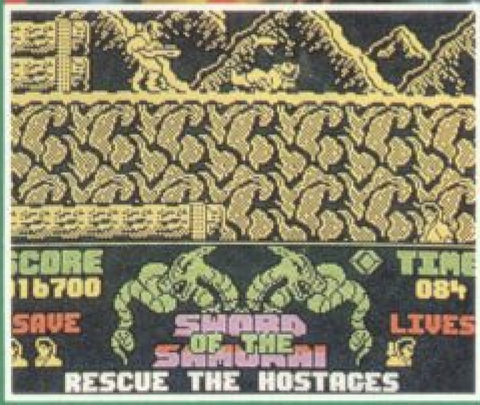
There are loads of ninja patrols out to halt the rescue attempt and any sort of contact with these baddies will bump sam' off. Some are easy to defeat and don't really fight back, but others come well equipped with hand-to-hand combat weapons, guns or shurikens.

Each hostage is protected by an armed guard whom you must defeat in hand to hand combat. The fire button will only activate your sword when you are close to an enemy, otherwise you will fire shurikens or knives. Unfortunately neither of these are any use against the hostage guardians so you need to judge the distance very carefully to defeat them.

The kidnappers have set a deadline for their demands to be met - so you have 100 seconds to rescue the three hostages on each level! If you don't rescue them within that time, your failure will have brought such disgrace on the Samurai name that you lose your life (and, even worse, have to start all over again).

There is a magic crystal which the samurai can drop by pulling down on flat ground. Having done this, if he is then killed he will return to that spot in his next life. However it is essential to remember where you leave the crystal as you may start again in a very dangerous place! Each game starts with four lives in store.

Although the general standard of graphics isn't bad by any means, it can be very difficult to make out the sprites against some backgrounds, especially on the second level. Overall this game is rather dated in concept and look, and it's not too difficult either. Younger or newer players might enjoy it but hardened ninja specialists should stay away.



▲ *A Ninja warrior with a crossbow stalks the second levels*





Ed Laurence

Everything about Sword Of The Samurai is o.k., but nothing is really special. Basically it's an enjoyable enough ninja bash but not really up to modern standards. A pity.



The magic crystal, it could help you win,
▼ *but it could bring about your downfall*



scores

GRAPHICS	79
SOUND	30
PLAYABILITY	86
LASTABILITY	75

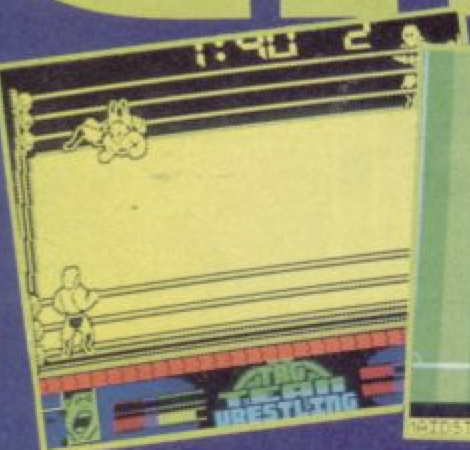
OVERALL 70%

Steve Keen

Sword Of The Samurai is the kind of game you get good at very quickly, after playing it five or six times you'll get to know how and when to make all the moves and it becomes a bit mechanical. Won't last very long.

1	AMERICAN TAG TEAM WRESTLING	Zeppelin	£3.99
2	FOOTBALL DIRECTOR 2	D&H	£3.99
3	MATCH OF THE DAY	Zeppelin	£3.99
4	FUN SCHOOL 2 (6-8)	Hit Squad	£3.99
5	DIZZY PRINCE OF THE YOLK FOLK	Codemasters	£12.99
6	SUPER MONACO G.P.	GBH	£3.99
7	DIZZY'S EXELLENT ADVENTURES	Codemasters	£12.99
8	F-16 COMBAT	Action 16	£3.99
9	FUN SCHOOL 4 (7-11)	Europress	£12.99
10	MAN. UNT.	GBH	£3.99

CHARTS









They're all moving in the charts this month. Match of the Day has charged up from ninth place up to three, which is excellent for a full pricer, but watch out for more action as the big Seymour, All Star and WWF/Simpsons/T2 compilations come out. Not to mention Dizzy VII, Street Fighter II and Nige Mansell. Don't forget it's you who actually creates the charts by buying the games and there's plenty of superb ones around this Christmas. Special thanks to the Speccy's top mail order company, Software City, for this month's charts.

AL'S TOP FIVE SPORTS



1	SWEDISH LEG WRESTLING (He wouldn't explain what this meant)
2	SPEED EATING (Bagels of course!)
3	SPEED DRINKING (Non - alcoholic of course!)
4	TOSS THE CONSOLE "Nintendos tend to be more aerodynamic"
5	THE DECATHLON (Big Al' is in fact a top sports personality)

STEVE'S AMBITIONS



1	TO SLEEP SOMETIME IN THE NEXT THREE DAYS
2	TO GO TO A PARTY AND NOT FALL OVER
3	TO BECOME A LEADING POLITICIAN IN BELGIUM (BORING!)
4	TO EAT CHICKEN KIEVS WITH GRAVY 'TILL HE PASSES OUT.
5	TO BE AN INTERNATIONAL ROCK MEGA STAR

DARREN'S EXCELLENT ADVENTURE

PHIL ELLIOTT



tell it to AL



BUSINESS RELATED JAPES

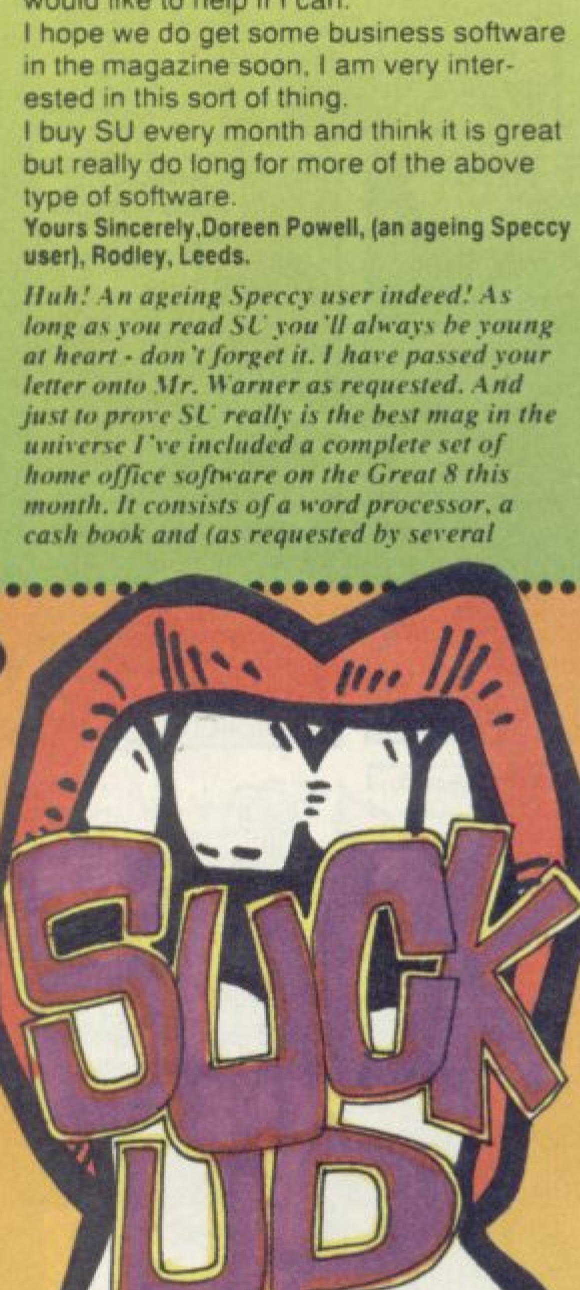
Dear Al, I read David V Warner's letter in this month's SU and would like to get in touch with him as I had the same problems as him. I wonder if you could pass on the enclosed letter to him as I would like to help if I can.
I hope we do get some business software in the magazine soon, I am very interested in this sort of thing.
I buy SU every month and think it is great but really do long for more of the above type of software.
Yours Sincerely,Doreen Powell, (an ageing Speccy user), Rodley, Leeds.

Huh! An ageing Speccy user indeed! As long as you read SU you'll always be young at heart - don't forget it. I have passed your letter onto Mr. Warner as requested. And just to prove SU really is the best mag in the universe I've included a complete set of home office software on the Great 8 this month. It consists of a word processor, a cash book and (as requested by several readers) a database. Hope you enjoy it and I promise to keep readers updated on business software in the future. Don't hold your breath though, 'cos it's even thinner on the ground than games.

HOBBIT AHOY

Some months ago I contacted you concerning the availability of 'The Hobbit' computer in the UK. you were extremely helpful and managed to put my mind at rest concerning the whereabouts and well being of the cheque I sent to ADB Russian services.
My enthusiasm for the machine is such that I have decided to launch a tapezine to support it! I have been in contact with ADB and they have agreed to include a leaflet with the machines explaining where an owner should send to recieve their copy of 'The Tolkien shop'.
I have also been in contact with Dimitri Mikhilov at Intercompex in the CIS and he is thrilled at the idea of someone providing support for the machine whan it gets here.
At the moment there are only about 20 firm orders for 'The Hobbit' and this may render importing the machine economically unviable. Maybe if people were aware that there is going to be a UK user's group they might take the plunge and place more firm orders.
The tapezine will be on sale monthly after the machine's release for £2.00 and will cover such subjects as programming tips, hardware and software reviews, your letters, the odd electronics project, a small ads section etc.
Keep up the good work at SU Towers. It's nice to see a group of people such as yourselves providing undaunted support for the grandfather of affordable home computing. Power to the Speccy.

PS. I nearly forgot. Could you also mention that we are looking for written contributions towards the tapezine now! But remember



I CAN SEE YOU!!!

Dear Al, I have for some time now admired you from afar. You are never far from my thoughts. In fact, I'm never far from you at all, I follow you every day and as I write I am camped just across the road from your splendid and somewhat monumental offices. Armed with my binoculars and flask of bovril I can never let you out of sight.
The bottom line is this: I will not leave you unless throw a copy of Dizzy VII out the window, with your own hands.
P.S. I think you're swell
P.P.S I'm in the two-man orange tent by the bus stop.
Peter Davis, Orange Tent, London. (Late of Gower, Wales.)

- *Listen Pete, at 9.30 AM next Monday, stand outside your tent wearing a t-shirt emblazoned with a bulls-eye target transfer. Stand very still, even when you see your favourite editor pointing an improbably large, high powered anti-tank gun at you. Stand very still, even when you hear your favourite editor shout "lock 'n'load Phil, I've got him in my sights". Your move creep!*

KIDNAPPED (I DON'T THINK SO)

Please HELP! My family have been kidnapped by the crazy consoles gang, they grabbed my family and dragged them kicking and screaming into Speccland. I was unable to save them as they gassed me in the process. Now they are taking over Speccland (not my family, the crazy console gang) and the people of Speccland are fighting a losing battle. This morning a message appeared on the screen saying, that to save Speccland I need to complete "Final Fight". Then the screen went blank. All know is that only Haggar or Cody can save my family and Speccland, so please, pleeeeeeeeease could you send me "Final Fight" otherwise who is going to feed me?
Don't let a young boy resort to begging on the streets, send me the game NOW!
P.S I have only enough money for two more copies of the best mag on earth - SU.



NO CHEQUES YET please! Ta!
Mr. I. Barlow, 11 Toad Acre, Longstanton, Cambridge, CB4 5DF.

In your August edition you advertised 'the Hobbit' computer and several weeks ago I wrote to the following address for details: ADB Russian Services, Unit 8, Felstead Wharf, Island Gardens, London E14. And I have not recieved a reply yet.
You said in the mag that you would have more details in the September issue but I was unable to get hold of it, so please could you tell me any details (if any) or give me another address to write to.
Clare Mitchell, Manchester.

Well, well, the 'Hobbit' returns! On the surface this sounds good and I'm sure Mr. Barlow and Intercompex have the best intentions but I would just like to sound a note of caution. We did not as Clare suggests 'advertise' the Hobbit we covered it editorially, as a complementary or alternative computer to the Spectrum or SAM. I don't believe we said you should ransom your granny to buy it. Yes, it is worth while looking at. BUT, contrary to what SU was led to believe it is not immediately available.

Mr. Barlow's letter talks about the 'economic viability' of importing the machines and I agree this is a factor but surely having made an initial commitment to importing the 'Hobbit', Interxcompex could at least supply it to those who want it! 20 orders at £80.00 each is worth £1600.00 after all. You can't hope to sell much if people can't actually physically see what they're buying.

There is also the problem of spare parts. Who's going to maintain 'The Hobbit'? If Intercompex and ADB can sort this out and actually get some machines into the country (is it really too much to ask) then they might manage to sell a few more! Mr. Barlow will certainly help them.

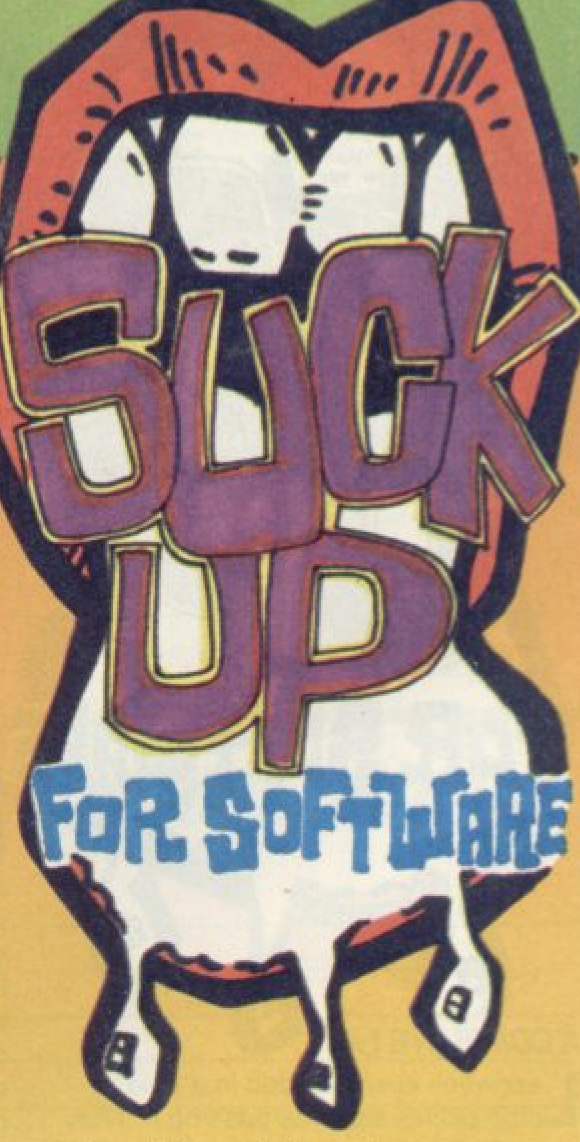
The current address of ADB Russian sercices is 17 Stortford Rd., Great Dunmow, Essex, CM6 1DA. Enquire first but don't, in my opinion, send any money until they can GUARANTEE you a machine and some service.

AMSTRAD ANTICS

Dear Alan, It is with disgust that I enclose a letter from AMSTRAD in reply to my letter requesting information on whether the FD1 interface would run two disk drives, one of which would need to be a 3.5 in. I also asked them if the +3 would support a 3.5 in drive externally and whether it would be cheaper for me to buy a +3 and a 3.5 in drive rather than an FD1 plus two drives. I am absolutely disgusted with the lack of interest shown except where a profit can be made using premium rate phone lines. I have had cause to write to Amstrad before about one of their products and found them extremely helpful so this would appear to be a new policy - or is it because I have a Speccy and not an Amstrad PC. I thought other Spectrum readers should be made aware of this gross profiteering.
R.D. Richardson, Redditch, Worcs.

How many Spectrums are there? How many Amstrad PC's are there? Millions. In order to supply an adequate level of technical support Amstrad feel fully justified in charging for it. If there is something wrong with your machine under warranty then they will sort it out under the warranty's terms. However the technicians needed to provide answers for a constant flow technical queries cost money to employ. This is the reason for the premium rate line. Information on the Speccy and all Amstrad products is available on these lines between 9 am and 8 pm weekdays. The number is 0891 808181 and calls are charged at 48p per minute. We'd all love it if this help was free but at least there's somewhere to turn to if you can't get your information elsewhere. (And Tottenham Hotspur might be able to buy a few decent players!)

On a similar vein Spectrum manuals are still available from Amstrad via their information office: Amstrad Information Centre, 1 St James Road, Brentwood, Essex, CM14 4LF. Phone: 0277 228888 for price and availability.



P.P.S Speccland will probably be taken over in thirty days.
From your computerised buddie, Christopher Butterfield, The Heart Of Britain.

- *Well Christopher, the thought of those crazy, soulless consoles taking over Speccland makes my blood run cold too, Speccy users are not safe in their beds with these characterless monstrosities roaming the country. Mind you that doesn't mean I believe all this twaddle about your family being kidnapped. I've sent a group of Hacking Squad commandos lead by Captain Sumpter himself into 'Speccland' and they'll sort it all out.*

MEGA GROVELLER

Sinclair User is the finest magazine ever to have been published anywhere in the world. It is funnier than Cosmopolitan, cheaper than Rolling Stone, and you don't get free games with Rod and Gun. The SU crew are as talented and as attractive a bunch of individuals as are ever likely to have lived.The very thought of having my inane scribbling published alongside such literary greats as yourselves makes me sort of twitch all over. Could you please send me a copy of "Lemmings"? Huh could ya Huh, Huh?
Paul lynn, Lancs.

- *Well Paul, it's always a joy to read such a well written letter. And everyone here at SU takes great pleasure in being sucked up to so eloquently. I did not find your letter inane in the slightest. In fact, I found it a sensitive and well balanced piece of writing which well deserves a reward. Lemmings is on the way Matey!*

OH NICKY YOU'RE SO FINE

Dear Al', I sent you a letter last month about Lightgun Software and it got printed. I was wondering if you could re appeal to the readers again because you didn't print my full address last time. Could you please forward any letters you have recieved in the meantime.
N. Joslin, 5 Bridge Plats Way, Bideford, EX39 3PY

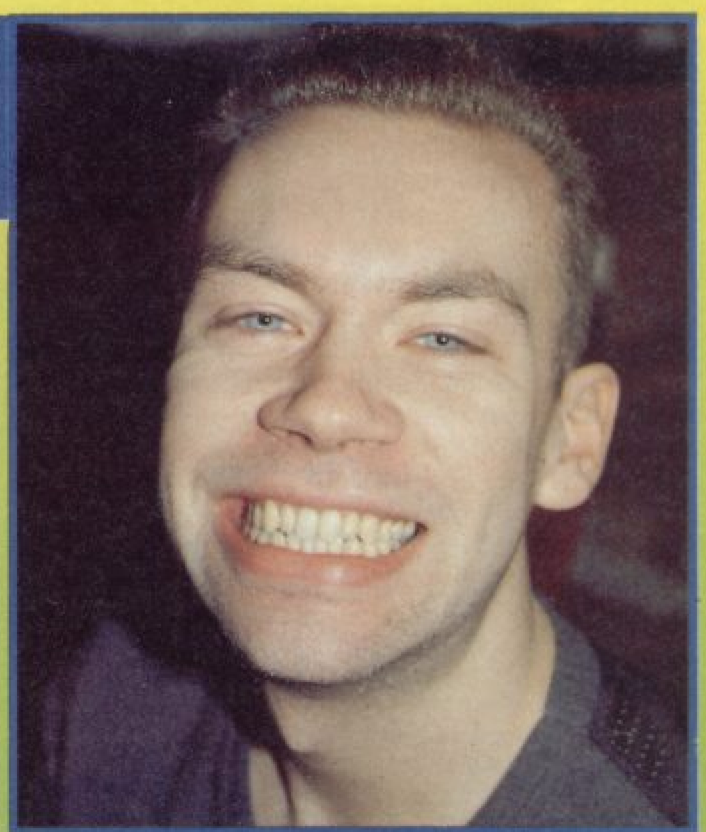
Your wish is my command, unless it's totally unreasonable. Nicky was after someone who has lightgun software to sell or share 'cos she hasn't been able to locate any herself. Hopefully some of you groovy people will be able to help. We normally don't print people's full addresses from a personal security point of view, but if you want it printed for your own reasons then no probs, just remember to tell us.

SUSPECT FROG

Dear SU, Pease listen to my woeful tale,there I was, minding my own business, drooling over my copy of the "Too Hot To Handle" compilation, when this talking frog suddenly jumped out from under a manhole and started talking about the British economy. So overcome was I that I keeled over on the ground, being barely conscious, I saw the intelligent amphibian scarper of with my software into the deep blue yonder.
I would be most grateful if you could send me the "too hot to handle" compilation tape because in your July '92 issue you indicated that SU was responsible for the appearance of talking frogs (pg. 28 "Potty Botty" letter), UFO's and space alien warriors. Thus I blame you, but I'm sure you're all decent folks at heart so I'm sue you will consider sending me the software requested
Ian Mc Colville, Somewherrre in Bonnie Scotland.

- *Well Ian, I did consider sending you "Too Hot To Handle", but not for very long, the SU crew take a very seriously your unfounded accusations that they are in any way decent, Ha! Decent is it? How dare you? Don't you realise that we have a reputation to live down to?*

tell it to AL

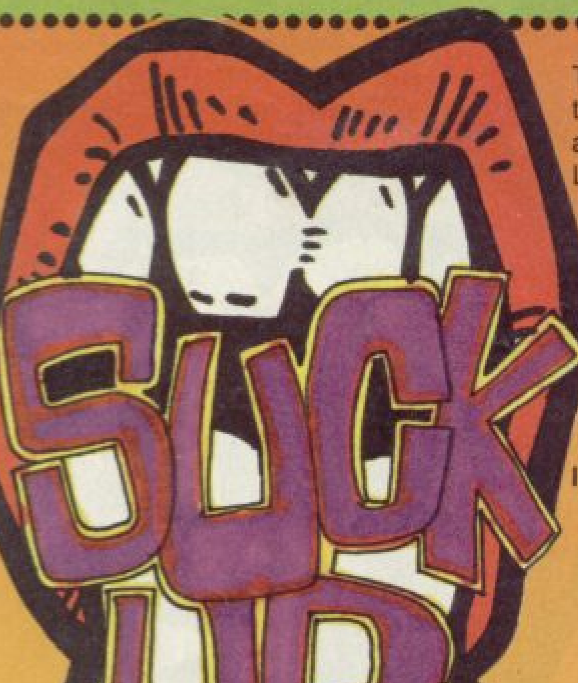


DAVE'S DESPERATE PLEA

Would you trust this man with your drink while you go the toilet? The answer has to be no. No, he's not one of the Boys from Brazil, he is, in fact, Dave Kelsall, bastion of moral decency and whizz kid designer on SU's sister mag NINTENDO MAGAZINE SYSTEM. But what is rave Dave doing on SU's hallowed pages? Well, as ultimate proof that the Spectrum is, without doubt the best computer in the universe, Dave is here to plead for a Speccy game which he has 'fond memories' of. The game in question is none other than the classic '3D Ant Attack' and Dave would appreciate a letter from anyone who has it with a view to apropriating it in return for monetary recompense, ie. He wants to buy it. 'Of course, I'm a top geezer and anyone who wants to send it to me free of charge will earn my eternal gratitude, but I am prepared to pay roubles for it if neccessary', Dave said yester day. Somebody please help this man so he'll go away and stop annoying me. Write to:

Dave Kelsall wants ants in his pants,
NINTENDO MAGAZINE,
SU Towers,
30-32 Farringdon Lane,
London EC1R 3AU.

Big Al'.



A COMPLETE LIE!

Last week aliens landed in a field of crop circles as I was passing it. They completely burned out the whole field with their spaceship's blasters, proving for once and for all that it certainly isn't the moon that causes crop circles. (I presume they were Venusians as they had a return travel price list from Venus printed on their spaceship). Anyway, the news teams arrived and started filming. The Venusians got a bit annoyed at this, and came and broke both my legs and stole all my money, then left wiping all minds except mine of the memory of that day. The consequence of the whole affair is that I'm left with two broken legs and unable to play football, my reason for living. Luckily, I possess a most wondrous Speccy on which, courtesy of your more wondrous, splendid magazine's advice, I've enjoyed many a happy hour. What I really need is 'Match of the day'. Please, please, please, most wonderful splendiferous, GENEROUS, Al. I must get over this alien trauma. (I cannot afford psychotherapy).

I live in perpetual hope, R. Sole (you are!).

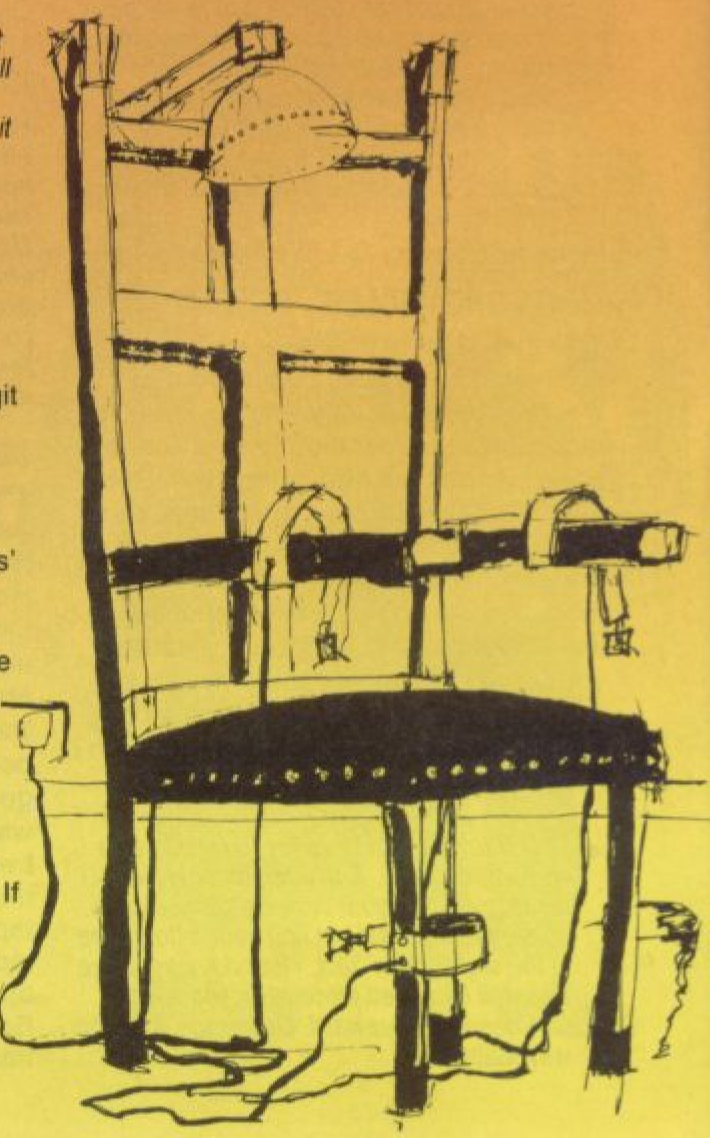
- *You don't just live in perpetual hope young lad, you live on another planet. You don't need football, you need help. lots of help. (Hey Al, you know,sometimes I worry what kind of readers we're dealing with...) (...well Philip, it's like a jungle out there, it sometimes makes me wonder.) Besides, since it was the film crews who caused all the trouble in the first place shouldn't you appeal to the press council or something.*

CRAZED READER ISSUES DEATH THREAT

Dear SU, This is my second try and I hope you don't call my dad a stingy git like last time or he will turn down the worlds greatest Speccy magazine and put you in the electric chair. (Sweating now eh?) Anyway back to business. I was loading my copy of 'Rainbow Islands' on my computer as normal, but as the control menu came up, my brother, (James, the jigged up five year old) came in with his ball. As I took the tape out of the deck, my brother kicked the ball and knocked the tape out of my hands, virtually splattered it against the wall and burst it open. So I need another copy of 'Rainbow Islands' or my dad will put you on the electric chair (and that's no joke). If you can't give 'Rainbow islands' could you please give me 'Turrican 2'. If you call dad a stingy git again you're in real trouble.

Yours hopefully, Ritz.

- *Threats of violence will get you nowhere Ritchie. the SU crew know no fear. I must suggest that you set up some kind of 'no football zone' around your Speccy. And speaking of which, it would seem that your brother has a very powerful kick for a five year old (even a jigged up one). Apologies to your dad. he certainly isn't a stingy git. If he can afford an electric chair then he must be loaded with cash and can easily afford to buy you a game. Failing this if you send a third letter which is less of a 'rough up' and more of a 'suck up' then you may get the game. Mind you. You'd have to give us something more to go on than 'Ritz' wouldn't you! (You wouldn't. by any chance. be from Clakmanninshire?)*



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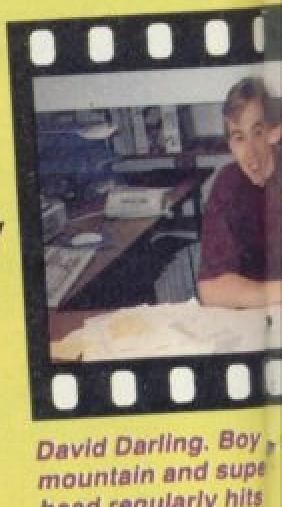
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SUpermart

The second instalment in our series about those stalwart companies who are still committed to the Spectrum, deals with madcap Leamington Spa gamesters Codemasters. Originators of Dizzy, Seymour, CJ, Puff and a veritable cornucopia any-old-thing-at-all simulators, Code Masters have emerged as significant players in the UK software industry, especially on 8-Bit - their original format and still their best seller.

Code Masters ARE



David Darling. Boy mountain and supe head regularly hits his games!

Codemasters, for those too young to remember, originated because of two youthful mega coders - David and Richard Darling. Barely out of their nappies they astounded the world (indeed Tomorrows World) with their mastery of machine code, and went on to produce over forty top selling titles for the 'big' companies.

Then, in 1986, aged 19 and 18 respectively, Richard and David set up their own company to publish games - Code Masters. Probably the most apt title they could come up with considering their achievements!

Codies' innovation was to concentrate on quality indigenous budget software instead of high price, big licence arcade and movie licences. And it worked... they've rarely been out of the software top ten since.

Code Masters is very much a family business - no money going to the multinationals here - run by David and Richard, managed overall by Jim Darling, the boys' father and involving all other members of their family too.

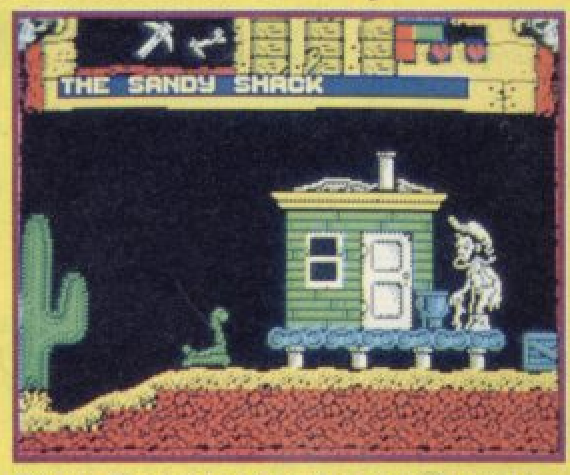


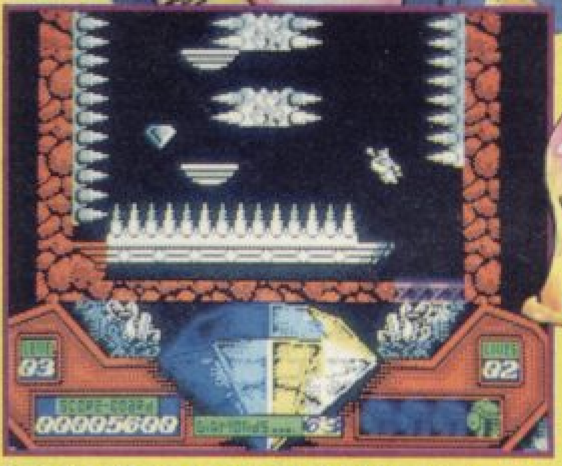


WHO CAME FIRST? THE DARLINGS OR THE EGG?

Codies originally made their name with a game and character called







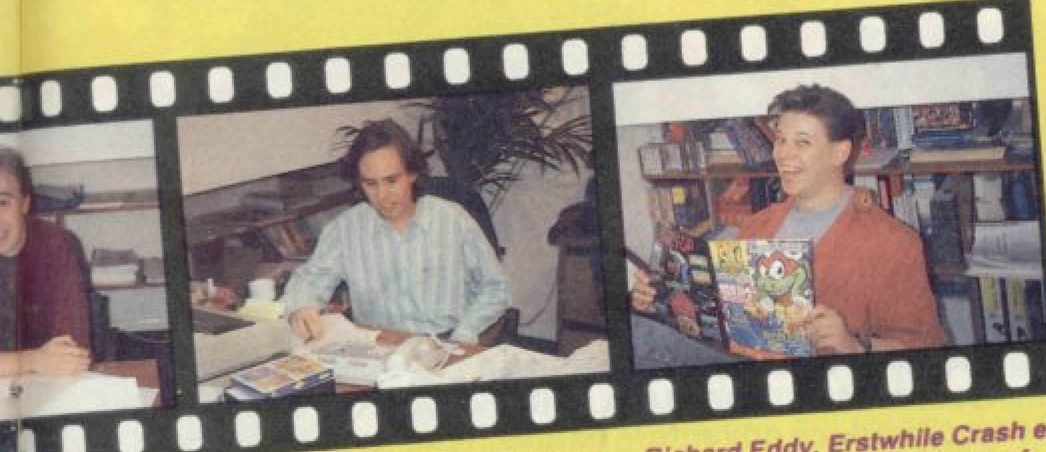


Dizzy. Developed by the equally zany and whizz-kid Oliver twins, Dizzy has since become one of the most instantly recognisable characters on the British games scene.

The Darling brothers' initial success was on 8-bit and it has always been the steadiest part of their business. They remain committed to the market with plenty of games coming out for Christmas, including their excellent 'Super Star' packs.



Richard Eddy, Codemasters' tea maker, PR and Marketing manager and part time advertising agency has a lot to say about Codies' past and future success. And why not? They pay him a lot of money for that sort of thing! He quotes Codies' philosophy as being one of "Entertainment rather than big names". They want to produce



genius, man coder. His the roof, so do

Richard Darling, who has three arms! His left arm, his right arm and Codies' research and development arm. Richard doesn't like cameras.

Richard Eddy. Erstwhile Crash editor and SU Mega-fan. A man of many smiles, without whom your fave Speccy mag wouldn't know what the hell Codies are up to!

The team at Codies is fantastically large, in fact most of them work (for your benefit I'll have you know) in tents out the back of Chez Codies. Top: Codies developers, chap on the right is none other than Philip Oliver - Of Dizzy fame. Middle: Sian, a Codies designer and show-off. Bottom: Paul Ranson Top bod project manager and pop star impersonator.



THEY REALLY?





"properly designed original games with plenty of lastability", forget about the licenced platformers.

As for the Spectrum , Richard, himself a former editor of Crash, says "originally a lot of products were Spectrum led" - ie. they came out on Speccy before they got onto any other format - but "this number is dwindling".

Codemasters are still committed to producing and selling Speccy games but they say the future is very much in the retail trade's hands. As long as shops, and especially the big chain stores are stocking Spectrum games then some of those games (indeed some of the better ones) will be Codemasters titles.

FIVE THINGS YOU NEED TO KNOW

1. They have a dog named Zak.
2. They've got very vivid imaginations.
3. They produced the NES Game Genie and have more lined up.
4. Big Red are not communists.
5. They produce their games beside a cattle mart.

WHO'S WHO IN THE CODIES SPRITE DEPT.

DIZZY
If you don't know who Dizzy is by now then you may as well put this mag away and start reading JR Hartley's Fly Fishing again. The brainchild of the Oliver Twins, Dizzy is an Egg, but a very lovable one. He's the hero of seven games and his popularity is, considering most kids' aversion to eggs, inexplicable, except for the fact that the games are all excellent.

DAISY
Dizzy's girlfriend, well, egg-friend, and the cause of a lot of his troubles in the past. Daisy's love of adventure is almost as great as Dizzy's which has meant that he has had to rescue her on many occasions.

GRAND DIZZY & POGIE
Grand Dizzy is the old boy in Eggland, he provides wisdom (and a few silly comments) when more than bravery is needed. Pogie is a fluffle - presumably some sort of fluffy truffle which is probably the reason why Rockwart The Troll wants to eat him. Nice dessert after some eggs.

DENZIL, DYLAN AND DOZY
Dizzy's friends. Denzil is a cool dude, a sort of California surfing/homeboy egg while Dylan is a Hippy and Dozy is a sleepy git. These guys help Dizzy out from time to time but more often than not he's the one who has to get them out of scrapes!

CJ ELEPHANT
CJ is a baby elephant whose family were kidnapped and brought to America by vicious ivory hunters. CJ went and rescued them in a platform adventure that's been released more times than Garth Sumpter's sharp wit.

PUFF
Puff is a baby dragon whose family have lost him on an island and who must survive numerous encounters with vicious dragon hunters to make it back home to his family who then reward his bravery and ingenuity by putting him through cool school and turning him into an unbearable DJ, who saves his island from tyranny - reviewed this month.

SEYMOUR
No-one knows what Seymour really is but he's now got five games out based on him so he must be good.

BIGNOSE AND TARZAN
Caveman and Jungle-man platform characters. Basically Codies showing off their knowledge of B-movies.

GRELL AND FELLA
Grell is a dwarf with very little intelligence but lots of strength and stamina. Fella is a fairy (female, believe it or not) who can fly, drop angel dust and make everyone feel good. They both have green fingers and star in a, sadly not very good, gardening simulator. Good idea though.

STEG AND CAPTAIN DYNAMO
Steg's a grub eating Slug who has to feed his young ones in the hostile environment of an underground sewer. Captain Dynamo is a Super Pensioner who comes out of retirement and goes to the moon to fight his arch enemy.

Sorceres

Greetings minions, I was sitting my dungeon some weeks ago blasting cuddly toys and puppy dogs off the wall with a hyper disintegrating laser blaster, when I got to thinking about all those lovely people who produce adventure games... Diamond geezers to a man (or woman!). As long as they keep producing 'em, you folks keep buying 'em and Big Al' keeps sending me photographs of abatoirs for writing this column I'll be happy. However if someone breaks the chain I'm gonna get angry so keep these adventures and letters coming in or there's going to be trouble.

Greetings minions, I was sitting my dungeon some weeks ago blasting cuddly toys and puppy dogs off the wall with a hyper disintegrating laser blaster, when I got to thinking about all those lovely people who produce adventure games... Diamond geezers to a man (or woman!). As long as they keep producing 'em, you folks keep buying 'em and Big Al' keeps sending me photographs of abatoirs for writing this column I'll be happy. However if someone breaks the chain I'm gonna get angry so keep these adventures and letters coming in or there's going to be trouble.Greetings minions, I was sitting my dungeon some weeks ago blasting cuddly toys and puppy dogs off the wall with a hyper disintegrating laser blaster, when I got to thinking about all those lovely people who produce adventure games... Diamond geezers to a man (or woman!). As long as they keep producing 'em, you folks keep buying 'em and Big Al' keeps sending me photographs of abatoirs for writing this column I'll be happy. However if someone breaks the chain I'm gonna get angry so keep these adventures and letters coming in or there's going to be trouble.One such diamond geezer is David Ledbury, founder earlier this year of Quest Software and also, in a previous life, founder of the Speccy fanzine ZAT.

All of their Spectrum games are apparently being produced for the +D disk system and if you would like some information about their extensive range of products then the person to write to is David himself. The address is 10 Westerkirk Drive, Fairways, Madeley, Telford, Shropshire TF7 5RJ (why are some addresses so long?). Don't forget a stamped addressed envelope as I believe this John Major chap isn't being too kind to small businesses these days and every little bit helps.

Another company who have been around for slightly longer than Quest are The Guild, whose address is 760 Tyburn Road, Erdington, Birmingham, B24 9NX. Their range continues to expand as fast as the known universe, and their collection includes a fun little offering called The Fabled Treasure Of Koosar. The story starts off with you reading a book of the same name, going to sleep and dreaming about finding fabulous wealth.

When you wake up the next morning it's time to go for a stroll by the seaside and this is where the story starts. It's got a good sense of humour and is written by Doreen Bardon and Arthur Simmons. There is an extra free game with this one called 'Birthday Wish' - not really one for brave adventurers or vicious psychopaths but cute enough for your mum 'n dad.

Together these games cost £2.50 on tape for the 48K beastie and all monies should be made out to Glenda Collins AND NOT The Guild (ours is not to reason why).

One from across the water this time, and a mention for a Spanish fanzine called 'El Adventurero' ('The Adventurer' for those not versed in Iberian prose). I have featured this mag before but now that I have issue 3 in front of me I can tell you a bit more about it. The editor is Antonio Pelaze Barcelo and it costs 400 Pesatas (about £2.30) for UK readers, which includes post and packaging.

Considering that it is a fanzine, the quality of the graphic reproductions is absolutely marvelous. There is even an advertisement by a

Witts End

THE GOLDEN PYRAMID

(The final three objects and their uses):

Fill the urn with water at the lake, then throw the water onto the hot coals to allow you to cross them. Fill the golden chalice with elixir to take back to the chief. Finally, pull the lever to open the door to the pyramid. And that's it folks!

GROUND ZERO

(from where we left off):

Push button, sleep, drink, eat rations, sleep w, pull lever, e, drink, eat rations, sleep, drink, eat rations, sleep, w, pull lever, e, drink, eat rations, sleep, drink, eat rations, sleep, w. Pull lever (this is getting a tad repetitive!), e, drink, eat rations, sleep, drink, eat rations, sleep, w, pull lever, e, drink, eat slice, sleep, drink, eat slice, sleep, w, pull lever, e, drink, eat slice, sleep, drink, eat slice, sleep. W, pull lever (again!), e (again!), drink, eat slice, sleep, drink, eat slice, sleep, push button (hurrah!), up, touch door, open door, u... Finished! And a firm contender for the dubiously prestigious award of being the adventure with the most stupid solution!

SPYTREK

(From where we left off):

Hook umbrella on cable, slide down cable, examine rod, cast line, get fish, west, give fish to cat. Get skis, east, south, up, enter car, pull lever (does every adventure this month have a lever in it?!), east, east, remove skis, enter coach (you have now reached Venice). East, east, examine table, get tablecloth, west, ask woman to sew habit (sexist pig!). West, wear habit, up, up, enter gate, west, get chopper, east, chop goalposts, get pole. South, down, down, south, enter gondola, east, east, get doll, west, west, jump, north, up, up, enter gate. East, give doll to girl, get Bible, read Bible, west, south, down, down, south, enter gondola, east, east, turn stone, enter passage. Get candle, ask girl to light candle, get candle, enter passage, west, remove brick... and you've found the plans and completed the adventure!

KAYLETH

(More hints and tips):

Transformation - At the Dome. Insert the tube, then Yurek into the indent. Growing the bulb - Plant it in the compost in the hydroponic unit, water the compost, wait 10 - 15 moves, collect the seeds and drop them in the mortar. Killing - examine the lock on the Iris Door, decode the AZAP codes for the key, drop the essence in the pool and take over... and yes, that's yet another game completed this month!

TOURIST TROUBLE

(From where we left off):

Get robe, wear robe, w, get manuscript, e, e, drop mat, s, w, get food, e, e, e, e, s, s, w, s, (by an alter). Read writing (kindness shall be rewarded), w, n, down (you see a beggar), give food (he gives you part of a scroll... with the parchment and manuscript you now have a whole scroll), read scroll (swomid means wisdom). Up, s, e, s, s, s, s, remove sandals, drop sandals, get boots, wear boots, n, n, w, w, ride camel (you end up outside a pyramid). Say WISDOM (you are now inside the pyramid), s, s, get sword, n, n, n, n, e, get tablet, exam tablet (it deciphers hieroglyphics). S, s, e, e, up, attack guardian (with sword and... Hurrah, you kill him!) s, s, e, e, up, attack guardian, s, s, read hieroglyphics, open chest, get book... and lo and behold, five out of ten adventures are finished in one month to set a new world record!



chap named Ricardo Oyon offering his services as a graphic designer and programmer, and if he produced the image which accompanies the advertisement then he could have a bright future ahead of him.

The magazine is full of reviews but also has other features like a report on the books of Steven King, a mini interview with Tom Frost, and so on. Of course the only drawback for some of us is that the entire thing is published in Spanish! And although I'm a bit of a star with Elvish and Orcish I haven't a clue about Spanish. However if you're not worried about the lingo then you can get a copy (international money orders only please, made out to Antonio himself) at AVDA, De Valladolid, 37 Izda, 28008, Madrid, Spain.

Anyway time is moving on so let's get down to the nitty gritty. Speak at you next month my lovelies!

Getting you Started

SUBSINK

(From where we left off):

Get knife, get toast, scrape toast, drop knife, get scrapings, pour yoghurt in tube, mix with spatula, drop test tube, get spatula, glue map with spatula, drop spatula, get map. E, s, e, read map, drop map, get stethoscope, turn left, turn left, turn right, drop stethoscope, get tickertape. W, n, w, w, w, get coil, get aerial, get cable, open hatch, go hatch, e, e, e, insert cable, insert coil, insert aerial, get aerial, w, w, w, n, get butter, n, spread butter (and the response comes: 'On what?'), on tube, pull lever, s, go hatch, e, e, s, insert tickertape (and the final message comes up... 'HELP IS ON ITS WAY')... the end.

THE MENAGERIE

(From where we left off):

Scratch Beekay, e, exam egg, get Nigel, w, w, w, w, press yellow, e, e, scan aliens - Mykka. Feed Mykka with Nigel. W, w, press purple, e, e, e, se, e, scan aliens (leader is Yodan) exam Yodan (he wears a funny nose), say to Yodan 'Hello' (he challenges you to a game of javeloids), get javeloids, throw javeloids, throw javeoids (you win and Yodan drops the funny nose), get nose. Ne, e, exam monolith, exam nest, get glass prism, w, w, w, exam manual, nw, w, w, w, press white, e (sometime around now a somno bat will send you to sleep and when you wake up you'll be on crimson level 42 in your room). Examine Tardis (which promptly disappears and leaves behind a multi-coloured scarf. Get scarf, s, w, w, w, w, w, w, press white, e, e, throw prism (at shimmering light, which frees a transparent caterpillar). Remove trainers, remove badge, drop badge, get caterpillar, w, w... to be continued.

PRIDE OF THE FEDERATION

(From where we left off at the start of part four):

Se, s, s, get body, examine body (second officer), look in wallet, get photograph out of wallet, examine photograph (young woman and small girl), drop photograph. N, push button, e, e, examine notice (take a seat and wait until called), examine table, examine magazine (a voice says 'next please'), s, e, drop body, w, nw, say 'follow me' (to droid). N, push button, w, push button, w, n, n, push button, e, (there is a dead alien in the lift which the droid takes to the hospital for a post mortem. The droid tells you to call back later for the results.) W, s, push button, e, push button, e, s... To be continued.

THE GREAT PEEPINGHAM TRAIN ROBBERY

(From where we left off):

Go to inn, drop all except sausages, get pan and newspaper, go to crossroads, n, dial 70288, s, nw, nw, e, examine jetty, get balloon, w, se, enter bushes, fan fire, cook sausages, find tramp (who sometimes hides in a tunnel), ask tramp about island, give tramp sausages, take tramp to jetty (tramp, north etc.), (tramp enter boat), return to inn, pay innkeeper, drop all, get helmet, wear helmet, go to room, wait until 1.00, sleep, get crowbar... To be continued..

SALVAGE

(from the start):

Take card, exam card, note 11, push pad, e, n, take key, s, s, take plaster, n, e, s, drop key, take paper, exam paper, note 43. Drop paper, take key, s, w, unlock door, drop key, w, take saw, n, w, n, n, drop saw, take suit, exam suit (there is a hole in it). Repair suit, wear suit, take saw, e, n, e, cut bars, drop saw, w, s, w, w, s, take tongs, take food, n, exam droid, note 36, insert card (droid runs off), e, take pass, w, s, e, e, n, e, drop pass, e... To be continued.

Letters

Jo Adams from sunny Scarborough writes: (In) that excellent game known as 'The Beast' I find myself totally unable to cross a river. There is a tree by the side of the river which I've tried to climb and jump from, but that didn't work! I've also tried swimming but that's failed too. Can you please tell me how to cross so that I can carry on and hopefully finish off this marvellous game.

* ***A marvellous game? I totally agree. Actually, getting across the river presents a tricky problem and before you even think of crossing you need to find a pouch of gunpowder. Assuming you have that you will also need the candle and the trowel. Once you have these you must scrape a hole at the standing stones near the tree using the trowel. Then you have to break the candle to get at the wick, which can be used as a fuse, and attach the wick to the pouch of gunpowder. Put the gunpowder in the hole, light the fuse, and this will blow up the tree to form a partial bridge across the river. You can safely jump the remaining distance.***

G.L. Gough, whose writing leads me to believe that a feminine hand lies behind the anonymous initials, and who hails from Bournemouth, writes: In part two of the Skelvullyn Twine, I am unable to get across a bridge (another one!) without being blown from it. I've managed to find some rope which I've tried tying to the bridge, but either I'm doing the wrong thing or I'm using the wrong words, because nothing seems to work. What should I be doing to get across?

* ***More bridges, more problems. The problem here is really one of working out how to phrase the commands that you need to use. First of all, you have to be carrying the sickle and the rope, which you say you have already got. In fact the rope is the key to this problem because it can be used to make a handline which will prevent you from being blown off. The precise inputs you need are TIE POST, then TIE SICKLE, and then THROW SICKLE (simple instructions but hardly obvious I would have thought). Finally, you can just CROSS BRIDGE and proceed safely on to the third and final part of the game.***

Virginia Moore, a Morden resident (a place somewhat reminiscent of 'Mordor' in Lord Of The Rings on a bleak winter's day - except Mordor doesn't have a London Underground stop!) writes: I've been playing 'The Calling' quite a lot recently but I always seem to become stuck at the same point in the game. At the top of the north-east tower there is a hole in the ceiling. I want to get across that hole but every time I try to jump it I find that I just can't quite make it. Is there some way of making a bridge across it? Or is it just a red herring and should I be ignoring it altogether and concentrating on something else? Help!!!!!

* ***No, you should not be ignoring the hole in the ceiling. No, there is no way of making a bridge across it. But yes, you can get across it. The secret is indeed to jump but before you try again you will need to wear some boots (soft leather, springy soles). You will find these in the robing room near to the wine cellar. All you have to do is wear them and jump.***

COIN OPS

バーチャ レーシング

V.R. Virtua Racing

SEGA

★★★★★★★★★★

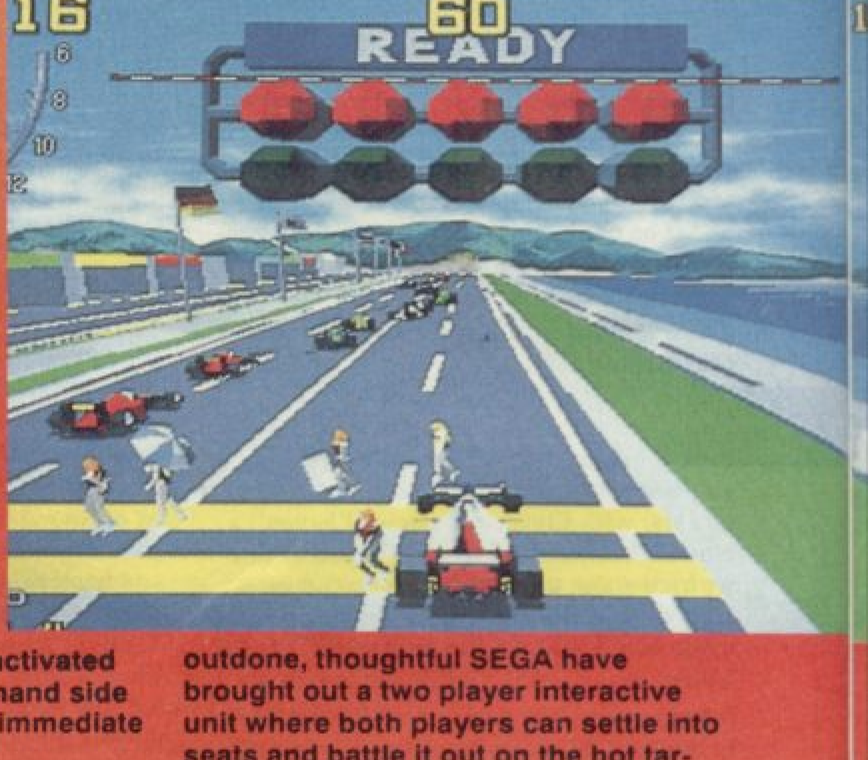
The arcades are going to be busy this Christmas with a whole host of super new machines hitting your local turf in time for the festive season. Prepare to strap yourself in and latch yourself on as Gary Harrod and Big 'Al take a look at the newest and best arcade machines and pinball tables from Dieth Leisure and Electrocoin.

★★★★★★★★★★

Have you ever actually raced a Formula One car? Well, If like 99.9 to the power of 10 percent of the world's population, your answer is no then you're in for a real treat next time you visit your local arcade centre. Virtua Racing will leave you standing (or sitting) in its tracks with stunning visual effects and racing action.

From first look to last, it's extremely impressive, the incredible 3D graphics give the game a very realistic feel, in fact more than realistic 'cos I've no doubt that Formula One racing drivers would be envious of just how much you can see in this racing sim.

There are four different camera perspectives. From a close up, in the cockpit 'driver's eyes' view, to far above and behind, giving you a 'blimp camera' view of the track and landscape. This enables you to see what and who's coming up in the distance.

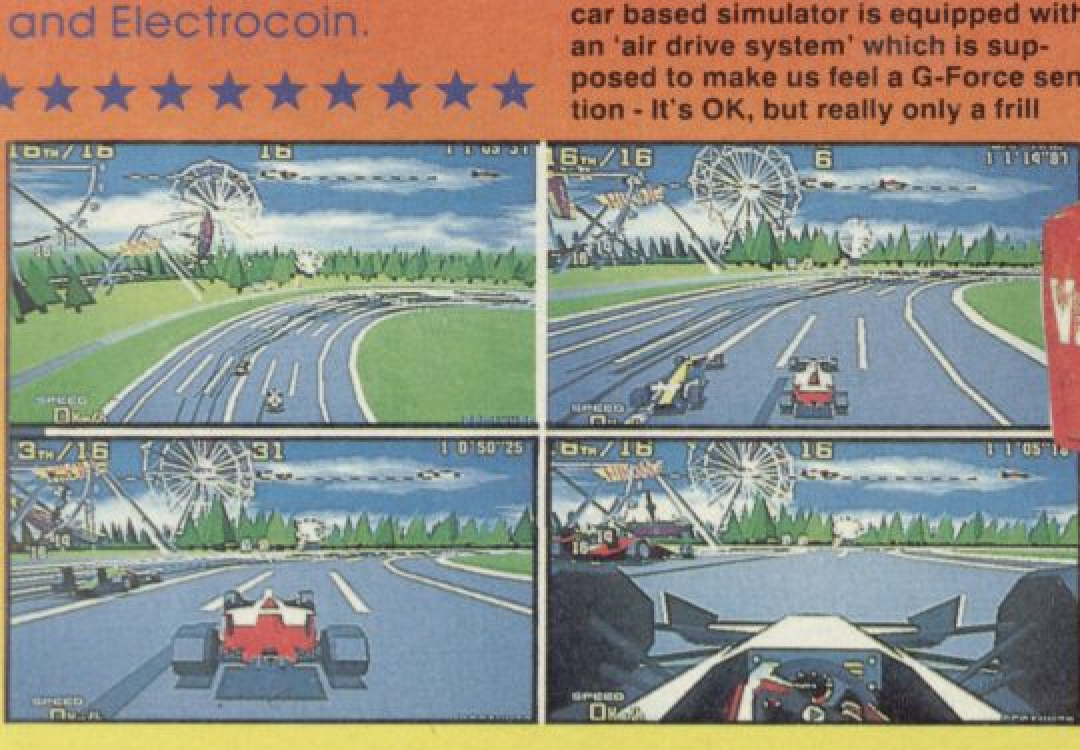


Changes in perspective are activated by four buttons on the right hand side of the machine and are both immediate and smooth.

There are three racetracks and a choice of manual or automatic gearboxes. The tracks are based in a variety of landscapes: Forest, snowscape and some place that looks like the Severn bridge, without the roadworks, on a sunny day. Virtua's steering wheel is very nicely weighted and the racing-car based simulator is equipped with an 'air drive system' which is supposed to make us feel a G-Force sensation - It's OK, but really only a frill when compared to the stunning effect the graphics will have on your eyeballs.

The simulator is big, beautiful - and expensive so if your local arcade is a bit short on cash make sure they get hold of at least the single player upright version which has all the graphics without the additional frills. Also, not to be outdone, thoughtful SEGA have brought out a two player interactive unit where both players can settle into seats and battle it out on the hot tarmac.

Virtua Racing is the most impressive 3D VR racing sim I've yet seen in the arcades. Don't let the fact that there's only three tracks put you off. From the moment the 3D pit crew put the wheels on your car 'till you cross the finishing line (it'll take a while, but Virtua Racing isn't the most difficult game you'll ever play) you'll be glad to pump coins into this baby. Start saving now!





Addict Factor 90

BALLY DOCTOR WHO

This year sees the 30th anniversary of Dr. Who, the BBC past master of time and space travel. There have been seven Dr. Whos since the television series started (in black and white) all that time ago but not very many games. Now Bally are on the job - and it's about bally time too - with a superb looking pin table, just in time to ring in the good man's anniversary.



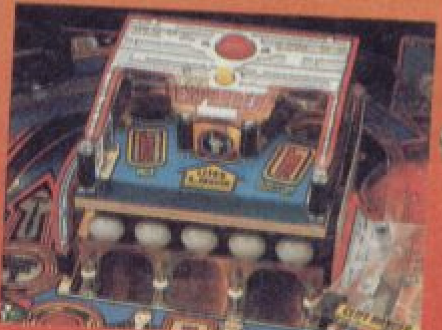


The central object in this pin table is the so-called 'Time Expander' a device allegedly being used by 'The Master' and his devilish Daleks to rid himself of the scurrilous Doctors by expanding time (what else?) and messing up the cosmic order of things.

This is the plot, but who really cares about a Pinball's storyline? What matters is whether the table looks and plays good - or not as the case may be. The answer is yes to both questions. The seven doctors are all represented on the colourful table and hitting their individual zones increases score potential. The 'Time Ex pander' itself, mounted centrally at the back of the table has three scoring levels. Lock two balls on level one and move onto the next. While getting on to level three gives you a chance to win 300 Million points (oo-er, help mummy).

Many other multiple play and score facilities are featured on this 30th anniversary pin table. It's bright, it's loud and it plays wonderfully. Check it out.

85 Addict Factor





DATA EAST STAR WARS





1977 Is one of the most significant years in history. This was the year movie god George Lucas stunned us all with Star Wars and the world's concept of Science Fiction changed forever. Along with its two sequels, The Empire Strikes Back and Return Of The Jedi Star Wars has fired the imagination of a generation and provided the inspiration for some unfortunately, up until now, naff games.





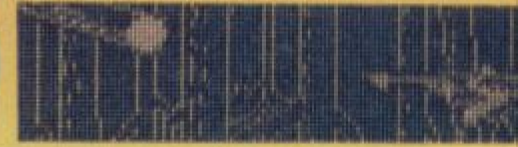
Not so Star Wars Pinball. This is a really impressive piece of kit from Pinball past masters Data East with loads of Star Wars characters and action and some pretty neat graphic action on the scoreboard.

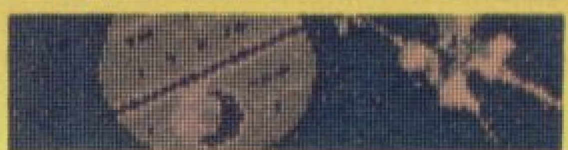
The table is equipped with its very own R2-D2 and Death Star and while R2 jumps up and down and rotates his head left and right as the action heats up, you can actually raise and lower the level of the Death Star yourself using a joy stick which also mounts the ball fire button.

Scoring opportunities include hitting Jabba The Hut's bounty jackpot, lighting up the Emperor's lightning bolts and rollercoasting around the Death Star collecting tri-ball and double jackpots in classic Pinball style.

Star Wars is a pretty darn spanky Pin table, we took a look at it during the Associated Leisure Preview in Novotel in October and couldn't stop playing it. Lots of, speed, action and movement make it well worth seeking out and playing for both Pinball and Star Wars addicts.

Addict Factor 89





THE S.U GUIDE TO PLAYING AND W

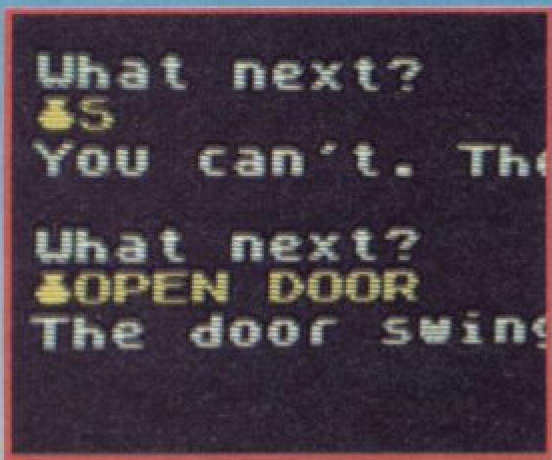


FIG.1 *You can't go south silly, the door's closed!*

This month our mini adventure heats up and you get your first real chance to explore your newly created world. Adventure General, *Larry Horsfield's* Dawn Patrol marches on...

From the MM, select option M, the meesage table. there are 255(0 - 254) messages availablee for use, as well as a further 200 system messages, (55 - 254) making a total of 455 altogether. We don't need that many, just the following to start with, as well as amending message O, which is already present, like we did for the locations. Call message O by typing {A O}, delete the text present and amend as below. As mentioned earlier in this tutorial, you should put a blank space at the end of each message. Especially message O.

Message O	The door is
Message 1	closed.
Message 2	open.
Message 3	The door swings open...
Message 4	You close the door which shuts with a bang...
Message 5	You can't.
Message 6	You can't leave the castle on foot!
Message 7	The sentries bar your progress. "Common soldiers are not allowed in the throne room" one of them barks at you.

These will do for now, but we must also insert a few words into PAW'S vocabulary so that the players input can be understood, so select option V from the MM. The various types of words, e.g. verbs and nouns, are in different numbered sections. For now we only need to insert one noun.

Nouns are Section 2 and if you press {P 2} you will see that a lot of nouns, mostly movement words, (ie. West, East) are present. The number which a word is given is very important, as detailed in the manual, and we will insert DOOR as a noun with the number 50, so from the Sm type {I DOOR 50 2} and press ENTER.

VERBAL AMENDMENT

Now we will amend the verbs. If you press {P O}, you'll see that there are quite a few verbs, but there are some we dont want and a couple we will "shift". To delete any word, just type D then the word and press enter. As there will be no graphics in our adventure, we don't want the verb PICS, so type {D PICS} and press ENTER. Do the same for DESCE and ASCEN. Gilsoft have inserted

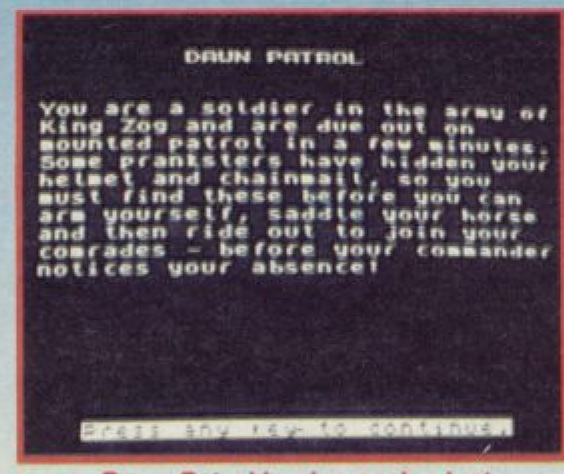


FIG.2 *Dawn Patrol begins again. Just think a little...*

the word PUT with the same number, and therefore meaning, as DROP. Likewise LOOK is the same as EXAMINE (PAW only uses the first five letters of any word with six or more letters). We will want these two to have their own meaning, so first of all delete PUT and LOOK, then reinsert them as verbs numbers 32 and 35: {I PUT 32 0} and {I LOOK 33 0}. Two new verbs are needed, OPEN and SHUT - we will also insert CLOSE as a synonym for SHUT - verbs 34 and 35: {I open 34 0} {I SHUT 35 0} and {I CLOSE 35 0}. To make life easy, insert the letter Q as an abbreviation of QUIT, G for GET, and the letters RS for RAMSAVE and RL for RAMLOAD. These would be {I Q 25 0}, {I G 20 0}, {I RS 28 0}, and {I RL 29 0} respectively.

Now to insert first of all, the entries allowing movement into locn 2. To indicate that the door is open, we will use Flag 11. All the "user flags" (11 to 28 and 60 to 255) have the value 0 unless you alter them, so if flag 11 equals 0 the door is closed. When the player types in OPEN DOOR we will SET flag 11, and this will give it the value 255.

From the vocabulary SM, go to MM and select option R, the response table. There are quite a lot of entries already present, mostly dealing with manipulating objects and game saving routines. The first entry we will put in is when the player tries to go south when the door is shut. Type {I S *} and press ENTER then input the entry {AT 1 ZERO 11 MES 5 MES 0 MES 1 DONE}. Note there is a difference between MES and MESSAGE. MES prints a message after will appear on the same line , whereas a MESSAGE always has a "carraige return" after it and anything else will appear on the next line. So, if at locn 1 the player tries to go south and flag 11 is 0, PAW will respond by printing "You can't. The door is closed".

DARKNESS AND LIGHT

As I said earlier, the armoury will be dark when you enter it, unless you are carrying a scource of light. "Darkness" is controlled with flag 0 and if flag is not 0 (i.e. has a value anything other than 0) the location the player is in will be in the dark. We will need two entries in response to allow for this when we move into and out of location 2, and they are:

{I S *} {AT 1 NOTZERO 11 GOTO 2 SET 0 DESC}

{I N *} {AT 2 NOTZERO 11 CLEAR 0 GOTO 1 DESC}

Note that SET gives any flag the value of 255, which is the maximum number you can give to any of PAW'S

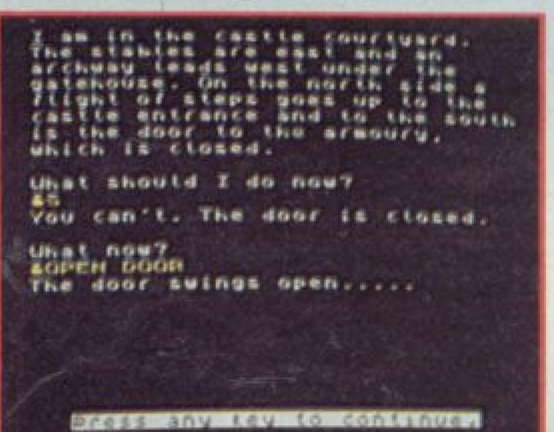


FIG.3 *... And you'll go far. Now try opening the door.*

flags. Now for the actual entries required for the player to open the door. You may have realised that this action can be done both in location 1 and 2, and we can allow for this in our entries. Here is the entry you will require plus that for closing the door again:

{I OPEN DOOR} {ATGT 0 ATLT 3 ZERO 11 MES 3 ANYKEY SET 11 DESC}

{I SHUT DOOR} {ATGT 0 ATLT 3 NOTZERO 11 MES 4 ANYKEY CLEAR 11 DESC}

Note that the action CLEAR resets any flag to 0 again. In the above entries we have used ATGT and ATLT, so if the player is AT greater than locn 0 or AT less than locn 3, we can only be at locations 1 or 2. Now, you may have thought that if the door is closed and you are in the armoury, you will not be able to go north. You may have already worked out the entry we will therefore need, which is {I N *} {AT 2 ZERO 11 MES 5 MES 0 MES 1 DONE}.

You will see that I have included a keypress and that the location redescribes when you OPEN or SHUT the door. This is because we want to alter the word that will appear at the end of locns 1 and 2 to indicate the door is open or shut. This is dealt with in process

WRITING ADVENTURE GAMES PART THREE

table 1, so switch to this table by typing {Z} {P} {S 1} from the Response SM. As we want to attach messages 1 or 2 to the end of the texts for locns 1 and 2, we will need to insert the appropriate entries so they are scanned by PAW BEFORE the two entries which print the object lists on the screen. Therefore we will insert them using the asterisk symbils. i.e. * * . The four entries are:

{I * *} {AT 1 ZERO 11 MES 1}
{I * *} {AT 1 NOTZERO 11 MES 2}
{I * *} {AT 2 PRESENT 0 ZERO 11 MES 1}
{I * *} {AT 2 PRESENT 0 NOTZERO 11 MES 2}

If, after entering these, you press P, you will see that they have been placed by PAW at the start of Process 1, before the two * _ entries. You will notice that the entries appertaining to the locn 2 include the condition PRESENT 0, which means that the light source must be present if the message does not appear on screen, and that we have not put a condition DONE or DESC in these entries. This is because we want PAW to continue scanning process 1 after acting upon any of these entries.

We need two more entries in response at this point,the first of which will be print message 6, if the player tries to go west from the archway, and the second will print mesage 7 if the player tries to go north from locn 5:

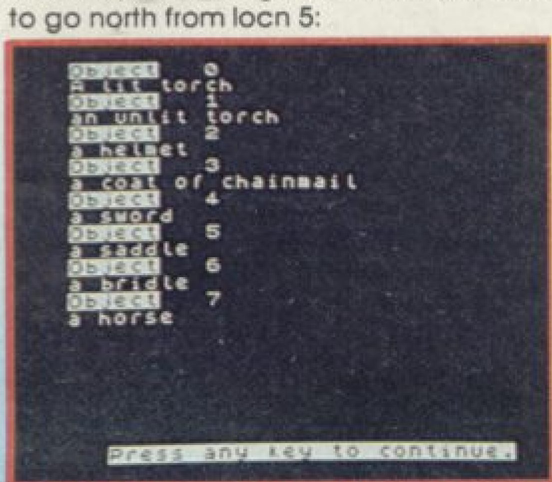


FIG.4 The Objects Table. All objects must be here.

{I W *} {AT 6 MESSAGE 6 DONE} {I N *} {AT 5 MESSAGE 7 DONE}

Now test the adventure again and in locn 1 you will see that the text has been completed by the word "CLOSED.", and if you try to go south the appropriate message is printed on screen, as in figure 1. Input OPEN DOOR and after the keypress the word "OPEN." is substituted and you can move south into the armoury. Hang on though! didn't we set it so that the armoury would be dark when we enter it? How come it's light then? Well, the answer is to type the letter I (for inventory) and press ENTER. Aha! You are carrying a lit pocket torch. This is object 0 and thus is a source of light. PAW has set it to be carried at the start of the adventure. This brings us nicely to the next section

Nouns:	Object weight tables		Object initially at tables
TORCH 51	Object 0 weighs 1		Object 0 not created
HELME 52	Object 1 weighs 1		Object 1 at location 5
COAT 53	Object 2 weighs 1	WR	Object 2 not created
MAIL 53	Object 3 weighs 1	WR	Object 3 not created
CHAIN 53	Object 4 weighs 1		Object 4 at location 2
SWORD 54	Object 5 weighs 1		Object 5 at location 4
SADDL 55	Object 6 weighs 1		Object 6 at location 4

FIG.6

of the adventure - objects.

After playing around with the adventure for a while, inputting OPEN, CLOSE or SHUT DOOR, etc, type in Q to quit and follow the prompts back to the MM.

Select option 0 for the Object Table and after amending object 0 as below , insert the other seven objects. Note that when amending object 0, you don't need to delete everything then start again. Delete the word (lit), including the space after torch, and the full stop then use the arrow left key to place the cursor after the "t" of pocket. Delete everything to the left and type {a lit} so that it reads as below, although note that when inserting object texts you should NOT put a blank space at the end of each:

Object 0: a lit torch
Object 1: an unlit torch
Object 2: a helmet
Object 3: a coat of chainmail
Object 4: a sword
Object 5: a saddle
Object 6: a bridle
Object 7: a horse

After inserting these objects we will need to insert nouns in the vocabulary and afterwards amend the Object word, Weight and Initiality At tables so that we can manipulate the objects. To save space I have listed the nouns to be



FIG.5 The Object Word Table.

inserted and the Object Weight and Initially At tables as they should appear in your database in figure 6.

Only three of the object weights (table x) need amending. We can wear the helmet and chainmail coat so the attribute for each - the last number amemded - needs to be altered to 2 (Wear/Remove). The two amendments would be: {A 2 1 2} and {A 3 1 2}. As we would not normally be able to pick up a horse, we will be able to amend its weight, the third number, thus: {A 7 20 0}. The Initially At table, option 1, is amended as above but only two numbers are required, e.g.{A 1 5} or {A 3 252}.

SPECIAL LOCATIONS

PAW has four "special locations" where objects are not created (252), worn (253), carried (254) and in the present location (255). The Object Word table (W) needs to be amended using the noun for each object, but of course there are TWO torches, so objects 0 and 1 are given the same nouns. Each object word is amended thus: {A 1 TORCH _} the underline symbol being where you would insert an adjective, for example RED or GREEN, LONG or SHORT, where there are two similar objects of different sizes or colours, etc.

If you're wondering why we are not differentiating between the lit and the unlit torch i.e. by inserting the adjectives LIT and UNLIT in the Object word table, this is because only one torch is present in the adventure game at any one time, so there's no need to be specific.

That brings us to the end of this instalment of my PAW mini-adventure programming article. You should now insert a blank tape into your datacorder - or blank, formatted disc into your disc drive - and then select option S from the main menu to save your database. You will be prompted to type in your filename, e.g. DAWN. But if you are using a disc version of PAW use the file name START for one save, then save the database again using a different name, i.e. DAWN. You should always make at least two copies of any database as a precaution. See you next month... Larry.

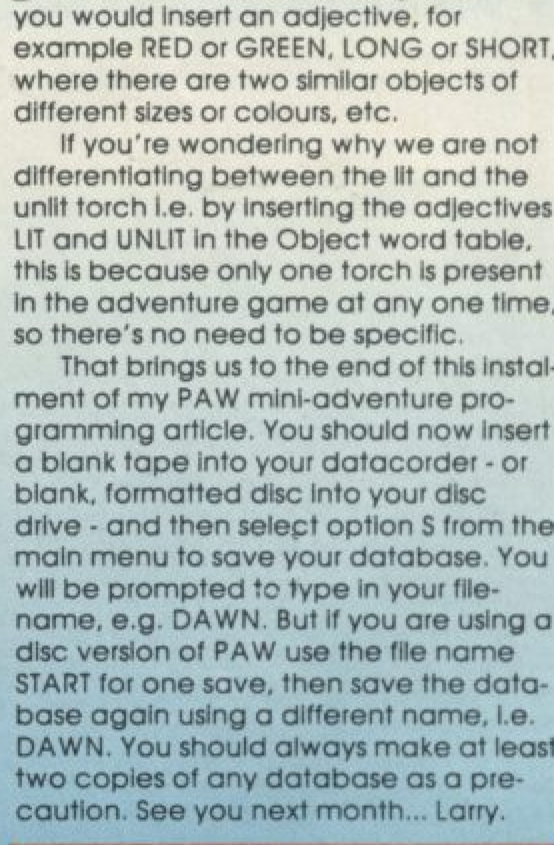


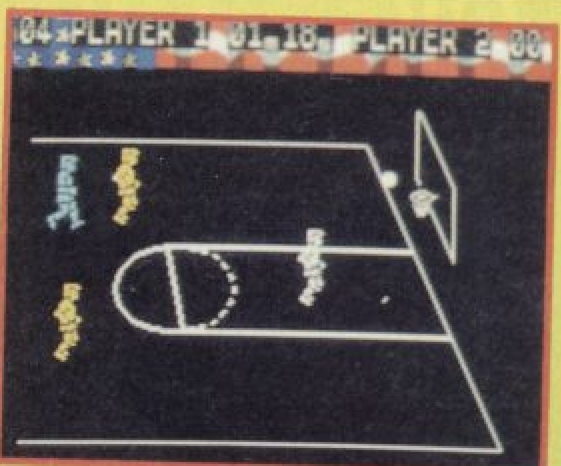
FIG.7 The Messages Table.



ALL AMERICAN BASKETBALL

ZEPPELIN

OUT: DECEMBER '92



Zeppelins can't jump! As we have already told you. But what would happen if you took Zeppelin's Five-a-side Football team, gave them a new set of rules, the same ball, and an ever-so-slightly different pitch (now called a court)... You'd get basketball that's what. All American Basketball in fact.

I have to admit that this is the neatest bit of dual programming I've seen in ages. Some bright spark up in Houghton Le Spring is obviously on to a good thing here... It's not often you get the chance to program two games with the same sprites, is it? Anyway, presuming this is some sort of sequel to Five-a-Side Football what is it likely to offer?

Just for your information, basketball is an odd sport. The court is 94 feet long by fifty feet wide with a net, ten feet off the ground at either end. It's a five a side game where the players dribble and pass the ball up the court to score by putting said ball in the basket a la Michael Jordan. The basket itself should be two feet wide and the board behind it 4 feet high.

In one of the screenshots the player in the centre is taking a free throw. This happens when a player is fouled. The amount of free throws depends on the type of fouls. Let's see how well Zeppelin match up their screen version to this exacting specification.

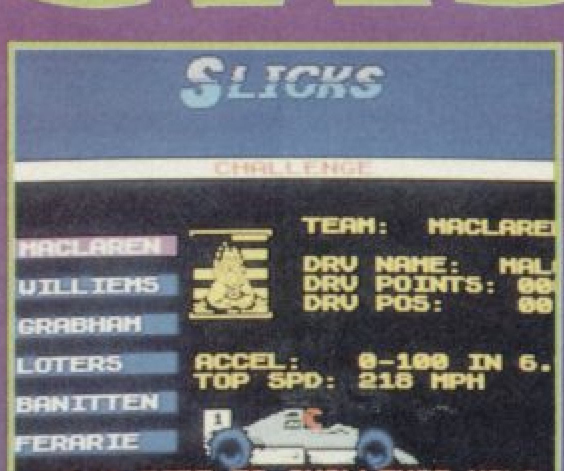
SLICKS

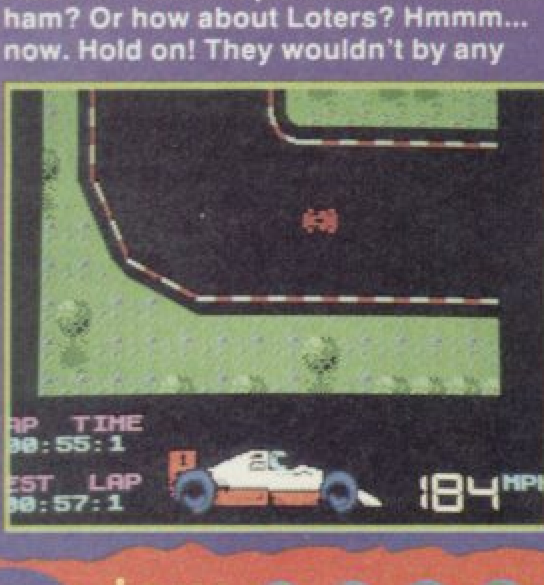
CODEMASTERS

OUT: SUPER SPORTS COMPILATION, NOV '92

What with our Nigel Mansell running away with the world championship this year it's a pretty apt time to produce a racing game. And so, in their infinite wisdom Codemasters have decided to do so.

Slicks is a Grand Prix racing game, with a plethora of tracks and options and a very strange collection of sponsors and construction company names. Have you, for instance, ever heard of Williems perchance? Or Grabham? Or how about Loters? Hmmm... now. Hold on! They wouldn't by any chance be related to Williams or Brabham, would they? Or LOTUS?? No obviously not, how silly of me.

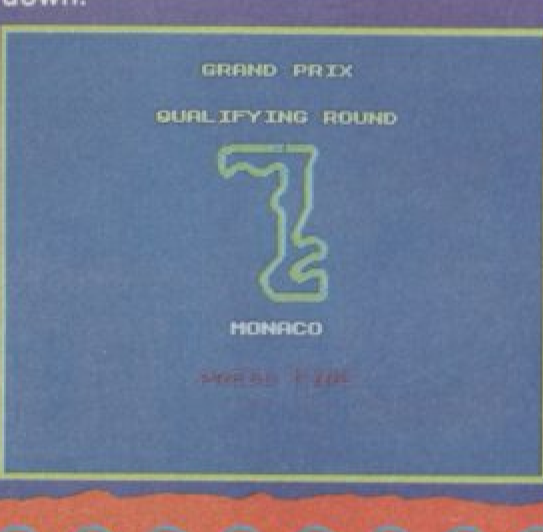




Slicks has single player against the computer or two player options and a practice or Grand Prix race option. In the Grand Prix section you race against other drivers like 'Malc', 'Russ', 'Nige' and 'Dave' and it actually looks like good fun.

Although it's by no means a spectacular feast of graphics this game seems to play well once you get used to the controls (full throttle or no throttle). The idea is to win the world championships, and you should, and can, do this by hook or by crook. This means that a bit of bad showmanship is, by all accounts, not out of the question. Thus, when you're behind everyone else the best way of getting past them is to take a short cut through the bushes and bang 'em off the track on the opposite side of the corner.

Slicks is being launched, along with Cue Boy (previewed two months ago) as part of the Super Sports Compilation from Codies, due out next month. Check out our full review in the Christmas issue and get the real low-down.



GAME: NEIGHBOURS. LABEL: Zeppelin. MEMORY: 48K/128K TAPE: £3.99

NEIGHBOURS



Big Al Dykes
I hate the TV program. And I thought this game was a bit of a rip off at full price. But as a budget it's well worth having.

scores

OVERALL 85%
Philip Lindey

Playing NEIGHBOURS the game is infinitely more entertaining, and interesting than watching NEIGHBOURS the TV program, It's also a lot more believable. I enjoyed NEIGHBOURS, having served my time as a skateboard nut I felt right at home tearing around Anson's corner. The graphics are fun and the playability is good too. Buy it.

It seems as if all at Ramsay street have gone race crazy. Yep, the whole of Erinsborough is out for the day with their go-karts, tractors, lawnmowers, bicycles and who knows what else. Now it's your chance to race with the stars - if you can stand them!

There are four characters to race against, Charlene Ramsey and her go-kart, Henry (a big hero of mine) with his powerful tractor lawnmower, Mike Young is zipping around on his skateboard and Matt Robinson (somewhat unfairly I think) is on a motorbike.

You, on the other hand, are on a skateboard, and a pretty nifty one at that. There is a choice of two different speeds, so try out both and see which you prefer.

The race track is littered with obstacles, such as Des Clark's car, Todd lander's radio controlled car and, for good measure, a kangaroo. To score you must skate through the slalom gates, which Harold Bishop set up.







There are four race locations to choose from: Ramsay street itself, Lassiter's complex, Erinsborough High and Anson's corner. At each of these locations there are two races, each one two laps in length. And with Harold Bishop organising the whole thing how could it possibly go wrong.

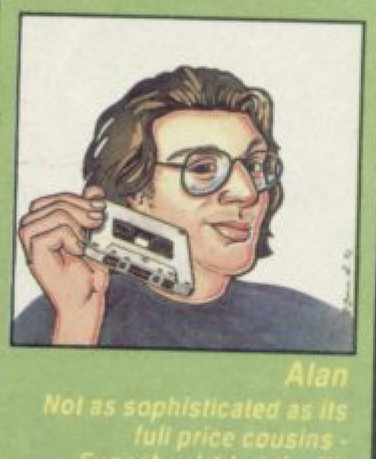
GAME: FUN SCHOOL 2 LABEL: The Hit Squad MEMORY: 48K/128K TAPE: £3.99

FUNSCHOOL 2

scores

OVERALL 82%
Philip Lindey

One of the best features of FUNSCHOOL is that the computer sets the level of difficulty by monitoring the child's responses. This is a very well thought out and presented package.



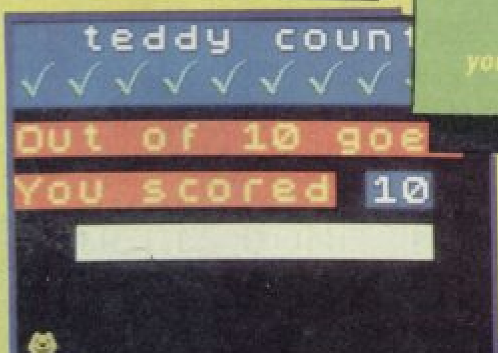
Alan
Not as sophisticated as its full price cousins - Funschool 4 but the Hit Squad have done young'uns a service bringing this out on budget.

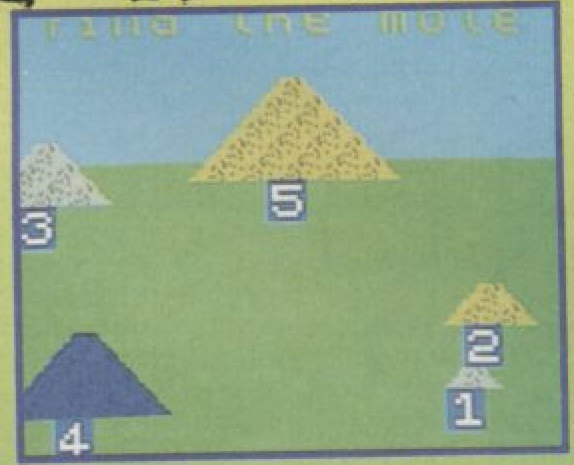
Funschool 2 is a package of eight different educational games aimed at children under six. The intention is that under the supervision of an adult the child not only learns from the games themselves but also from using the computer. (And so does Philip - Al.)

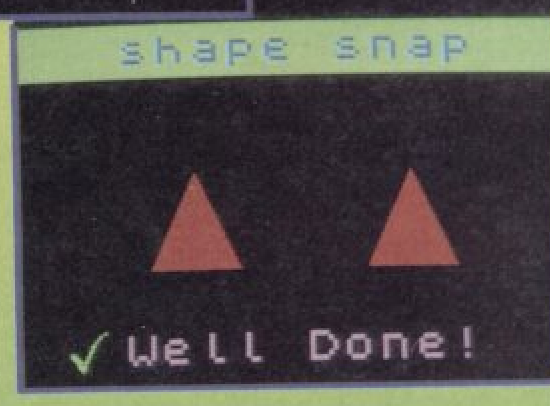
SNAP SHAPE is the first game, a simple shape recognition routine. Two shapes appear on screen and the child decides if they are the same or not. The second, FIND THE MOLE is probably the best game on the package. Five numbered mole hills are pictured on the screen and the object is to make a guess as to which number hill the mole is in. If wrong, the child is told that the correct number is either bigger or smaller than their guess, and so on.

Among the other games on this title are WRITE A LETTER, which is a program that allows those young fingers to experiment with typing and watching things appear on the screen. The cursor is a teddy bear, so by simply pressing the space bar the child can see the teddy bear move on screen. These are the best games, but in general all of them will be of useful for young children.

Funschool 2 is a useful educational tool which will provide plenty of challenge for any child of six or under and a good opportunity for a parent or teacher to work with the child on reading, writing and other skills in a play situation.







DRAWING A CROWD



We're back with more incredible games and puzzles for the discerning stop at homer! Everyone's heard of Pictionary, the fast paced drawing game that's sold squillions. Well now we have a fun variation on that theme with Win Lose Or Draw, presumably the same version featured in the TV quiz of the same name. Here players must take it in turns to draw a word or item from a series of cards to a team of players who have to guess what it is from the sketches. If they don't it's passed on to the other side. At the end of the game there's a fast fire round where contestants have to draw as many cards as possible in a time limit to win.

I love games like this and the board soon becomes irrelevant as the drawings get more of a laugh than some of the ludicrous answers.

Price: £19.99

CH
O U

Checkout is back again! In the run up to Christmas you'll no doubt want to know what's right to buy in videos and toys. Well as usual Steve keen isn't going to

FRIEND FOR LIFE



No not Lassie. You've never quite seen a robot like P.A.L. 2 before. except in the classic movie Wizard Of Oz of course, as he looks slightly like Judy Garland's metallic buddy in that film. P.A.L.2 makes all kinds of electronic noises and bleeps. plays games, grips things in his robotic hands. flashes lights and even has a basket ball hoop in his belly so you can even have a game of one on one!

A great companion for the very young P.A.L. 2 runs on just two HP11 batteries so he's not even too heavy on your pocket.

Price: £34.99

PILE DRIVING MAYHEM!



If you're not old enough to get down the gym and take up body building before you start kicking sand back in the faces of school bullies or take on one of the giant stars of WWF fame then you might like to get some practice in on one of these beauties.

WCW Wrestling Champs aren't a patch on WWF so you can slam dunk these 'dummies' as many times as you like and not worry about the comebacks. They are super tough and can take any punishment you want to give out, but at the same time they're supple and soft and completely machine washable for those fans who'd prefer to cuddle their hero rather than cave his head in!

Price: £16.99

VID

GOODFELLAS

One of the weirdest gangster films you're ever likely to see. If you're used to the likes of the Godfather flicks then prepare yourself for a rapid departure from the norm! Goodfellas is almost like a mobster's diary. Ray Liotta stars as a star struck kid drawn into the world of crime by the bright lights and easy money. As the kid grows up he reaches the upper echelons of the organization and starts to realize that the awe and respect that he held for his betters all those years ago could have been misplaced, as things just aren't the same any more.

Ripping off truck loads of cigarettes gets replaced with dealing drugs for bigger profits and the romanticism of the early days has been replaced by a never ending quest of greed and power. It's by no means just a blood and guts violence movie as there are brilliant performances from Robert De Niro and Joe Pesci (Lethal Weapon 2, Home Alone). Goodfellas is one of those films you've just got to see. If you're over 18 of course. If not it's worth the wait. Entertainment from start to finish.



Price £12.99
Restriction: 18



CHRISTMAS LOONEY TUNES

What season of festivities would be complete without a hamper full of Christmas cartoon japery? For the first time ever all your cartoon favorites have been brought together in one bumper pack of cartoon antics. Bugs Bunny, Yosemite Sam, Daffy Duck, Tweety and Sylvester - the whole gang are here to ensure that everyone's Christmas is chock full of cheer.

Kicking off with Bugs Bunnys Christmas Carol, staring Bugs as the spirit who tries to teach Yosemite Scrooge the meaning of Christmas, were introduced to Tasmanian Devil deciding to play Santa Claus - with less than festive results to get you in the festive mood. There are loads of 'toons' on the tape and it comes in at an incredibly low price and will make most children and adults Christmas that bit more special.

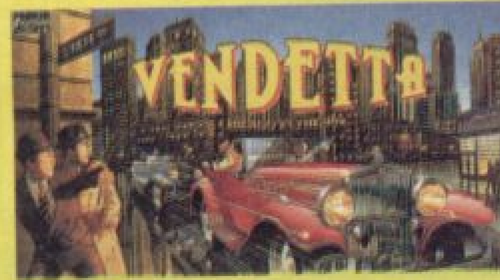
Highly recommended.



Price: £8.99
Restriction: Universal

be much help! Steve is much better at telling you what's wicked! So be a goodfella and read on if you want to know what's best for the Christmas fest!





ON TOP 'O THE WORLD!

More board game antics with Vendetta, a sinister race against time as teams try to escort their mafia godfather crime boss through the treacherous city streets. The board is loaded with pitfalls and rival henchmen trying to knock your king pin off so the first one out of town alive is the winner. A great game that manages to capture some of the atmosphere of down town Chicago in the mid 1940's. For 2-4 players only.

Price: £11.99

BARRAT HOMES, EAT YOUR HEART OUT!

We've featured loads of remote control vehicles in Checkout, from sports cars to hover cars, but we've never seen building site machinery, until now! New Bright make a whole set of construction trucks, cement mixers and lorries that are full controllable and act like the real thing. The large Cat Power Loader has forward and backwards controls, left and right steering, cab lights and allows you to raise, lower and tip the bucket at the front all from the single control pad. The Cat Power Dumper works in more or less the same fashion with the addition of a working winch and dumping action. Both vehicles even have smoking exhausts! So now you can take all the effort of building sand castles on the beach and set up in business for yourself! Excellent!

£24.99 (Each)





THE THINKING MAN'S GAME

Crossword is a parody of the all time classic travel and table top game Scrabble. By rolling a lettered cube you must create a pattern of words that form a traditional crossword shape before the timer runs out. There are only a limited amount of blocks to use so it' necessary to choose their positions very carefully before committing yourself or the other person will have an easy time of tanning your butt!

Price £6.99

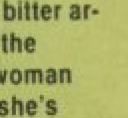




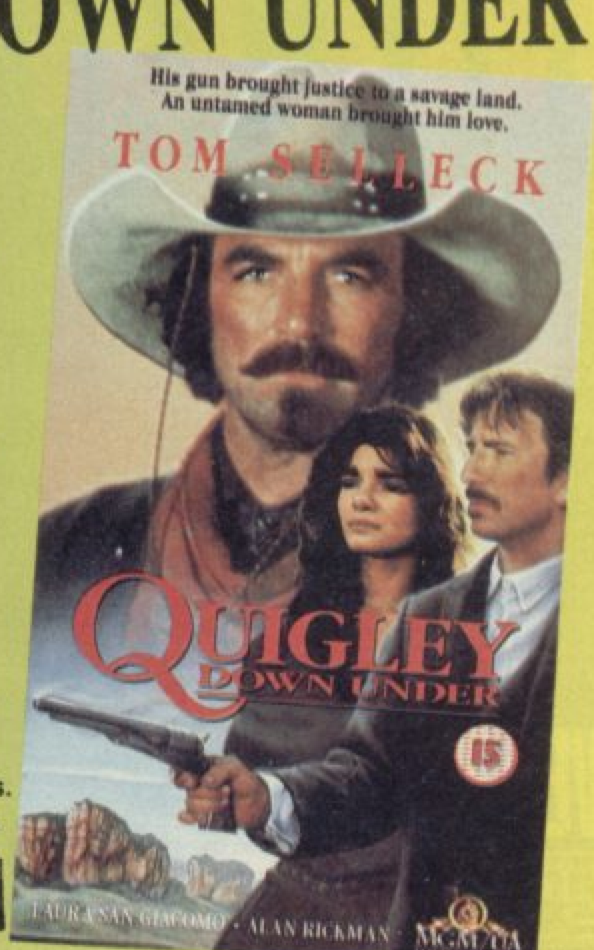
QUIGLEY DOWN UNDER

Tom Selleck stars as an American cowboy who travels half way around the world to Australia. Arriving with nothing more than his saddle and his prized six foot Sharps rifle. (oo-er!) It doesn't take him long to discover that people are basically the same where ever you go and trouble seems to follow him to the ends of the earth. No sooner does Quigley start impressing the locals with his snappy sharp shooting than gets a job on an estate shooting dingoes. However the man who hires him has other ideas as to what Quigley should be shooting and after a bitter argument poor Tom is left for dead in the middle of the outback with a crazy woman who's convinced that he's the man she's been waiting for all her life!

The two fight their way across country to civilization and on the way encounter sackloads of Australia's pleasures and even more of its follies. We've had buddy-buddy movies and girlie-girlie movies and now we have a buddy-girlie one to go along with all the others. Amusing in places, but not the best attempt at cinematic perfection.



Price: £12.99
Restriction: 15



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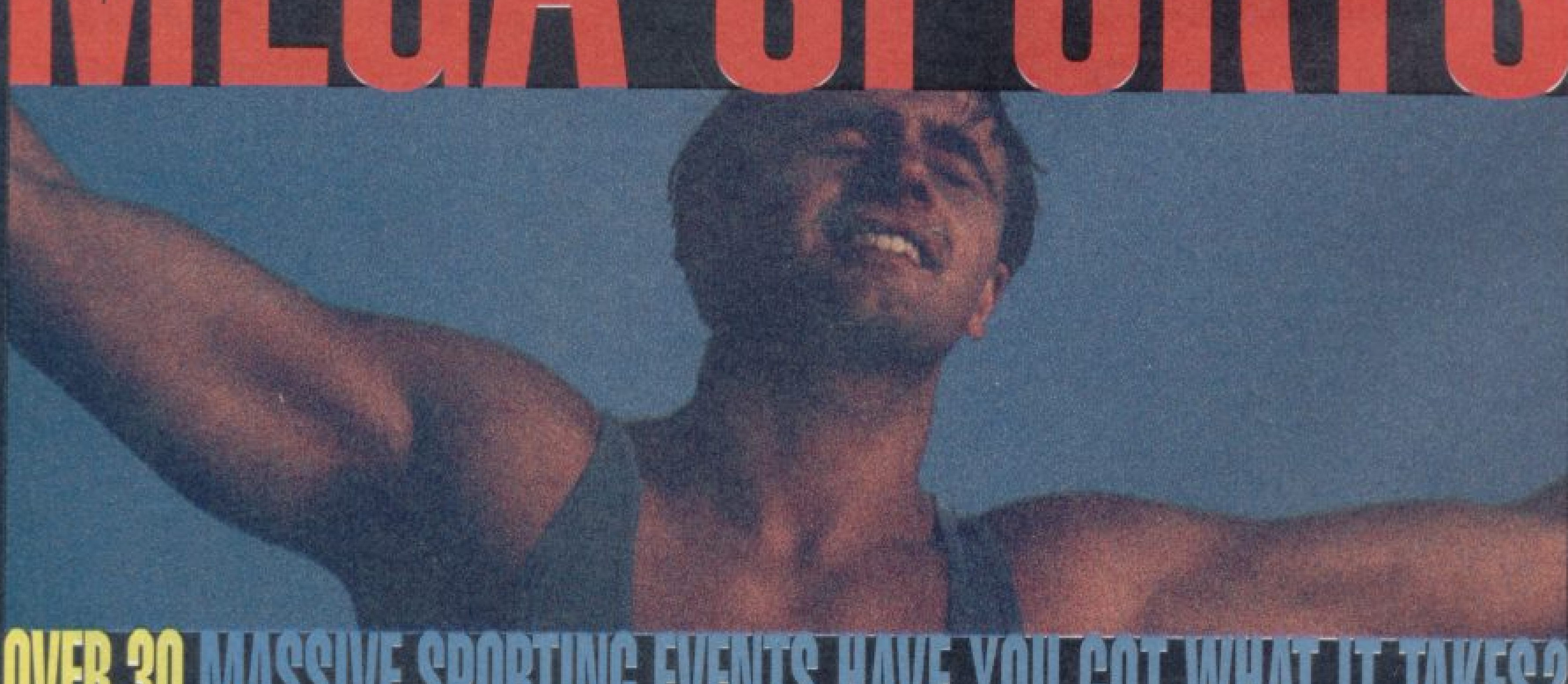
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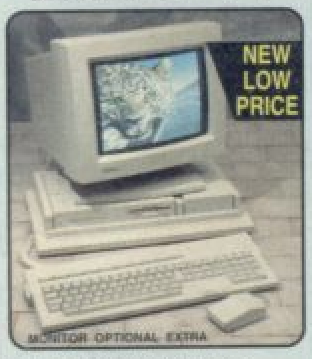
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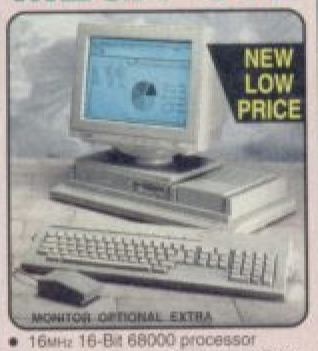


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